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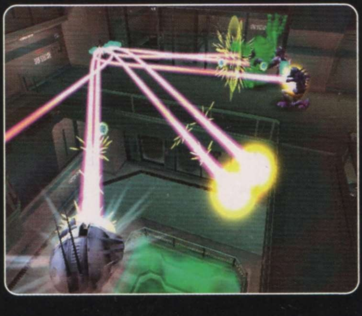

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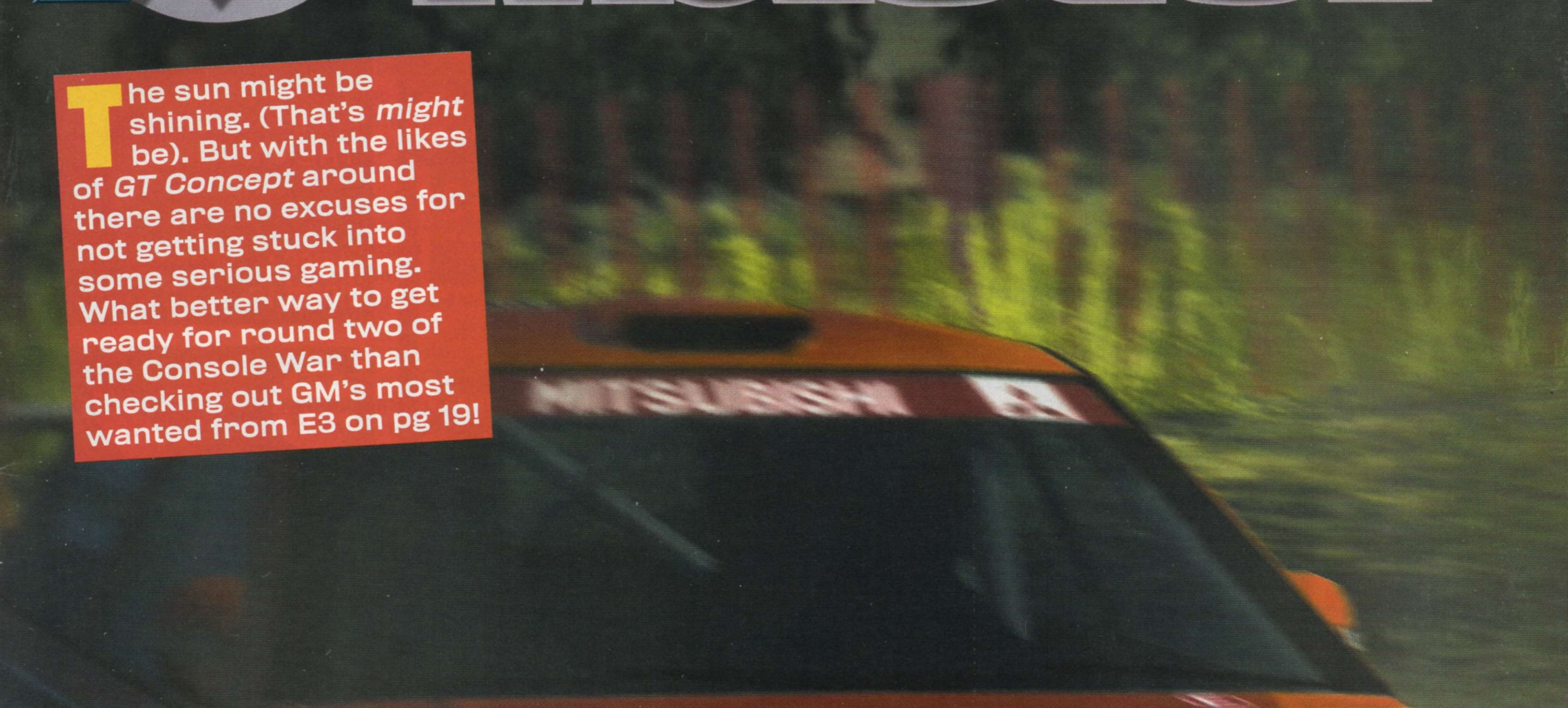
Games Master

The sun might be shining. (That's *might* be). But with the likes of *GT Concept* around there are no excuses for not getting stuck into some serious gaming. What better way to get ready for round two of the Console War than checking out GM's most wanted from E3 on pg 19!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E3 2002 PLAYFEST!

Get ready for gaming heaven! Over 100 games playtested at the greatest show on earth!

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Pick off the primates!

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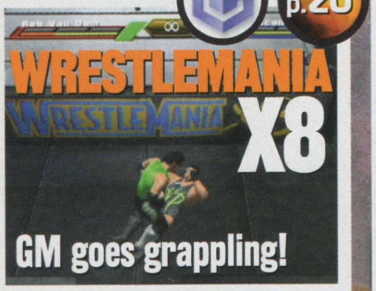
Linkin larks on Cube!



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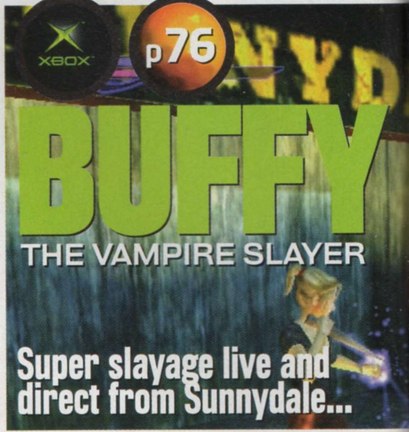
GM goes grappling!



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BUFFY THE VAMPIRE SLAYER

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LEGENDARY SUPER WARRIOR

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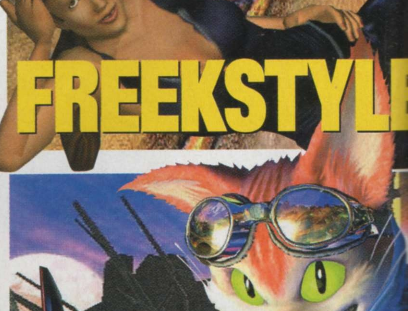

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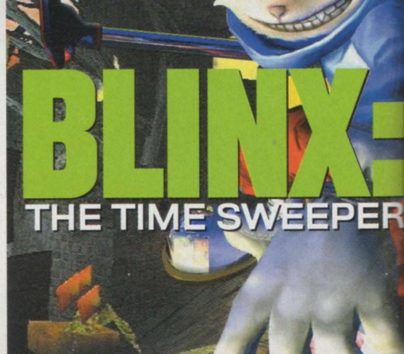

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The world's greatest racer returns! Put pedal to the metal in some mental motors!

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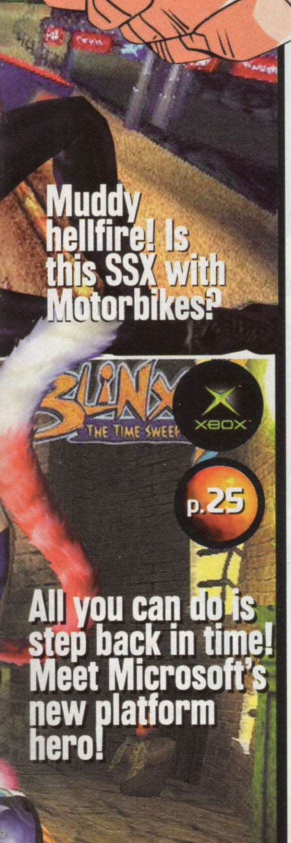

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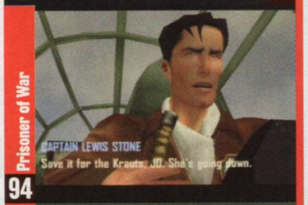

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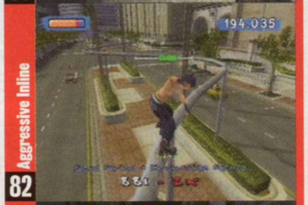

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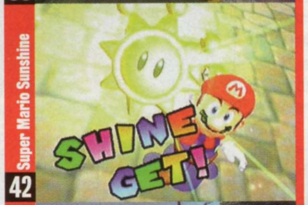

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GamesMaster TEAM GM

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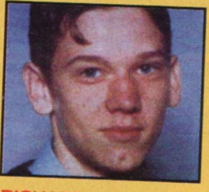
READER of the MONTH!

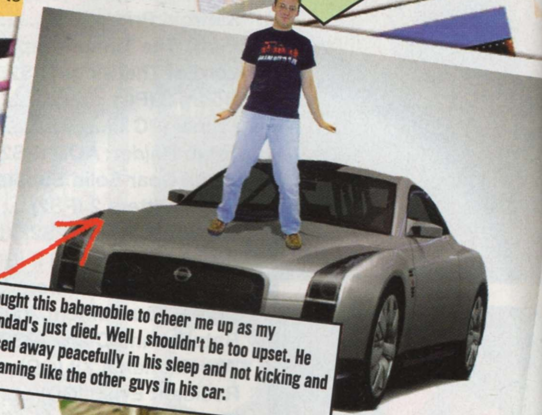


RICHARD BELL
TACO KING!

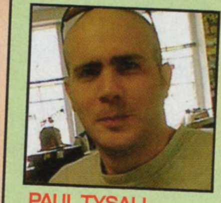
Richard reckons he's special because he has so many games and consoles. While this is indeed good work, we are using Richard as an example to all our readers. If you want to be Reader of the Month prove how special you are. Really impress us. Get a photo of a celeb reading the mag. Take GM to exotic places. Dress up! Anything! Lets try to think outside the box!

RICH MELVILLE
REVIEWS EDITOR

Fave game this month: Crazy Taxi 3
Worst game: Slam Tennis
Fave ever driving game: GT3
Dream Car: TVR Tuscan



I bought this babemobile to cheer me up as my Grandad's just died. Well I shouldn't be too upset. He passed away peacefully in his sleep and not kicking and screaming like the other guys in his car.



PAUL TYSALL
ART EDITOR

Fave game this month: Doom 3
Worst game: Lord of the Rings
Fave ever driving game: Project Gotham
Dream Car: Audi TT convertible

"She's a beauty ain't she. I bought this beast but I've made my own concept cars before. Once I took the engine of a Ferrari, the chassis of a Mini and the wheels of a Porsche."
And what did you end up with?
"200 hours community service."

ROBIN ALWAY
EDITOR

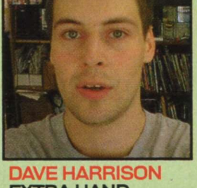
Fave game this month: GT Concept
Worst game: King's Field
Fave ever driving game: Mario Kart (SNES)
Dream Car: Citroen SM

Now that's what I call a concept car. I made it from spare PC parts. It runs like a dream – apart from having to be upgraded every six months, crashing at least twice a day and air bags that ask 'Are you sure?' before deploying.

ALI TURNER
DEP ART EDITOR

Fave game this month: Kings Field
Worst game: F1 2002
Fave ever driving game: Grand Prix 3
Dream Car: Ford Capri

Men are always having a go at women drivers and say things like 'they're rubbish' or 'it's not natural'. But most cars are actually designed for the women driver. I mean that cute mirror on the windscreen is perfect for applying make-up when driving. Heavens knows what men use it for!

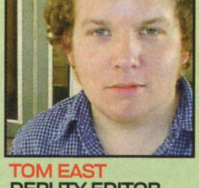


DAVE HARRISON
EXTRA HAND

Fave game this month: Prisoner Of War
Worst game: Sven Goran's thingy
Fave ever driving game: Colin McRae 2
Dream Car: Nissan Primera – Navy blue

I don't know much about cars but I think I've picked up a bargain here. Look, at the finish on that. Convertible, low maintenance and twin exhaust – all for a grand. Yep, you have to get up pretty early to catch me out

When buying a car you've got to have your wits about you. This one time this guy tries to sell me a car that ran perfectly but had no doors. So I asked him what sort of fool he thought he was dealing with. I mean if it's got no doors, how I'm going to get in!?



TOM EAST
DEPUTY EDITOR

Fave game this month: Ratchet & Clank
Worst game: Virtua Striker 3
Fave ever driving game: TOCA
Dream Car: The new Beetle

MARTIN KITTS
REVIEWS

Fave game this month:
Doom 3
Worst game:
Harry Potter
Fave ever driving game:
Mario Kart
Dream Car:
The old Beetle

Just because it's not a Ferrari people think they can take the mick out of my car. I went to a garage the other day and asked if they had a windscreen wiper for a Fiat Punto and the mechanic said 'seems like a fair swap.' (Boom, boom.)

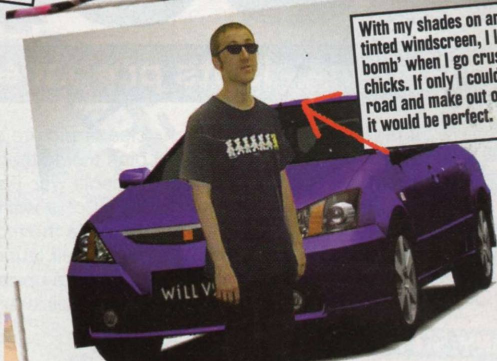
KIERON GILLEN
REVIEWS

Fave game this month:
GTA 3
Worst game:
Barbarian
Fave ever driving game:
Midtown Madness
Dream Car:
A Panzer Tank

OLIVER HURLEY
REVIEWS

Fave game this month:
Blinx
Worst game:
Buffy
Fave ever driving game:
Driver
Dream Car:
Hackney Carriage

Recently I've been having a few problems with my concept car so I took it to a mechanic. He took a look under the bonnet and said "it's not a big problem, just crap in the carburettor". So I've been dumping my load everday without fail and haven't had a problem since!



With my shades on and my tinted windscreen, I look 'da bomb' when I go crusing for chicks. If only I could see the road and make out other cars it would be perfect.

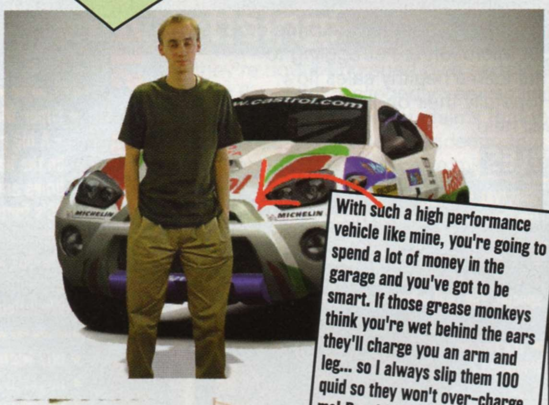
ROY DELANEY
PROD EDITOR

Fave game this month:
Le Tour de France
Worst game:
Attack of the Clones
Fave ever driving game:
Speed Freaks
Dream Car:
An Ice Cream Van

I'm very disappointed with my latest concept car. It's meant to be 16-valve but most of them are in the radio. The best thing about it is that it has a heater for the rear window... perfect for when you're pushing...

GERAINT EVANS
REVIEWS

Fave game this month:
Metroid Prime
Worst game:
Attack of the Clones
Fave ever driving game:
Daytona
Dream Car:
Porsche Speedster



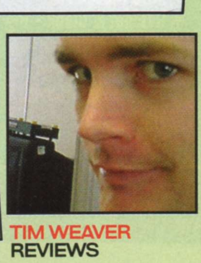
With such a high performance vehicle like mine, you're going to spend a lot of money in the garage and you've got to be smart. If those grease monkeys think you're wet behind the ears they'll charge you an arm and leg... so I always slip them 100 quid so they won't over-charge me! Result!

'Until recently I've been trying to flog this beauty but I couldn't find a buyer as it's done 250,000 miles. So cleverly I paid a mechanic to wind back the dial to just 50,000 miles.'
So have you found a buyer?
'What?! Sell a motor that's only done 50,000?! You must be mental!'

ALEX COOKE
REVIEWS

Fave game this month:
GT Concept
Worst game:
Star Trek Elite Force
Fave ever driving game:
Gran Turismo 2
Dream Car:
GT40

If you've a class car like me you need to know how to look after it, so here's the two golden rules for safe driving. One, never leave a safe distance between you and the car in front as the space could be filled in by someone else – doubling the danger! And two, remember that the faster you run a red light the less chance you have of hitting anything!



TIM WEAVER
REVIEWS

Fave game this month:
Legend Of Zelda
Worst game:
Hunter
Fave ever driving game:
Mario Kart 64
Dream Car:
A Rocket Powered Nissan Micra

DAN GRIFFITHS
SPECIAL GUEST

Fave game this month:
Legend Of Zelda
Worst game:
Attack of the Clowns
Fave ever driving game:
Road Rash
Dream Car:
Lamborghini Murcielago

Right now it's a 'concept' but I've been putting a lot of money into it, as it used to be just a 'notion' and I'm hoping later to upgrade it into an 'idea'. Also I've just bought my wife a 'hypothesis' to replace her 'theory' and a might get an 'inkling' for the kids.

ROUND TWO!

>> Gaming giants prepare for second big phase of the Console War!

The launch parties are over, the C-list celebs have gone home and Bill Gates has put his trendy trousers back into storage.

After the glamour of the months of launches and the hectic mayhem of E3, the dust has settled to reveal a clearer picture of how the big three plan to win the next phase of the console war. For the GameCube and the Xbox it will be a challenge to maintain the momentum generated since their launch, while Sony have to conjure up reason to be excited about their two year old console.

STORY SO FAR...

UK CONSOLE SALES

	For May	Overall
PS2	67,540	2,414,341
GameCube	138,825	138,825
Xbox	51,459	157,462

With the help of a much earlier release date, the PS2 has created a huge user-base and even though it's been on the market for over two and half years it's still outselling the Xbox on a monthly basis.

GameCube can be particularly proud of a strong launch as they have almost matched the Xbox sales despite the Microsoft machine having a seven week head start.

JAPAN AND USA

The story is pretty similar for Sony in Japan and the USA with over 17 million PS2s being sold over the two territories. The GameCube has proved popular in the States but has yet to truly explode in Japan. This might be because many Japanese gamers are awaiting the arrival of Mario and Zelda, but what must be disturbing for Nintendo is that the Xbox has outsold the Cube in some weeks. The Xbox has sold strongly in fits and starts - namely the launch and after the price drop, but Microsoft are struggling to maintain a healthy sales flow. Hopefully their on-line presence will help.

THE KEY BATTLES

WRESTLING

Gamers already know what to expect from PS2's *SmackDown!* and from what we've seen it the best grappler. The only real competition will come from GC's *Wrestlemania* X8 as the Xbox's *Raw* looks a bit disappointing.

► *WWE Raw* looks lursh but can it fend off the mighty *SmackDown!* and *Wrestlemania X8*? More next ish!

SURVIVAL HORROR

The GameCube has got an extremely strong hand with both the *Resi* remake and *Resi 0*, but *Onimusha* 2 should satisfy PS2 owners. For the Xbox to compete *Dino Crisis 3* has to be truly special. The real winners, however, are Capcom.

► It's Resi vs Onimusha 2.

ONLINE

This is where the Xbox should come into its own. With its harddrive and built-in broadband capability the Xbox is more or less ready to rock. The PS2 will require a £25 Network Adaptor, and Nintendo are making an official modem but will leave it to the software publishers to provide the on-line support. So is online gaming be the future?

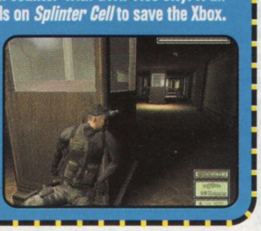
PLATFORM

Can anything match the majesty of *Mario*? Usually Nintendo's trump card and may face it's stiffest competition yet from Xbox's time meddling puzzler *Blinx*.

► We'll have a review very soon and we can barely contain our excitment. Can *Sunshine* live up to the hype

KILLER GAME

This is all about what has the Xbox got to offer without *Halo 2*. As the GameCube unleashes *Zelda*, the PS2 can counter with *GTA: Vice City*. It all depends on *Splinter Cell* to save the Xbox.



► Splinter Cell is a real unknown quantity while the GC and PS2 have established franchises.

The Cunning Plans

After sifting through bucket loads of games we've identified the key games for the next twelve months. These are the special games that will make you part with the best part of £200 to get yourself a new console.

	GAMECUBE	PLAYSTATION 2	XBOX
AUGUST	• Matt Hoffman 2 • Freekstyle • Need For Speed – Proof that it is possible to play driving games on the GC.	• TOCA • Matt Hoffman 2 • Aggressive Inline • Stuntman – A new age in driving games or the start bit to *Driver* over and over? Full review and definitive verdict next issue.	• Grand Prix 4 – A benefit of PC connections. Should be the most realistic console driving game ever. • Buffy • Matt Hoffman 2 • Aggressive Inline
SEPTEMBER	• Resident Evil – May prove too tempting to many PS2 owners. • Time Splitters 2 • Turok Evolution • Die Hard Vendetta	• Tekken 4 – An old favourite with Sony fans. Will tempt PSone players to get with the times. • Dino Stalker • Timesplitters 2 • Hitman 2 • Colin McRae 3	• Colin McRae 3 • WWE RAW • Hitman 2 • Turok Evolution • Unreal Championship – The Xbox can handle any FPS. This should be special.
OCTOBER	• Super Mario Sunshine – A big release. Could be the best game of all times and make the GC's fortune. • Eternal Darkness • Starfox Adventures • Burnout 2 • Wrestlemania X8	• Onimusha 2 • Ape Escape 2 • GTA: Vice City - *GTA 3* has been a phenomenon so expect this to fly off the shelves. • The Sims • Burnout 2	• Brute Force • Silent Hill 2 • Blinx – Great pedigree. Unique concept. But perhaps not a console seller. • Burnout 2
NOVEMBER	• 007 Nightfire • Rayman 3 • Futurama - Damn popular TV series makes damn popular game? • Tony Hawk's 4 • Dave Mirra XXX	• Tony Hawk's 4 • Tomb Raider: AOD - Time to see if the old dog has got any good new tricks. • The Lord of the Rings • WWE SmackDown! 4 • Pro Evo 2	• THPS 4 • 007 NightFire • Midtown Madness 3 • SW: Jedi Knight 2 - Might prove to be the best of all the Star Wars console games. • Splinter Cell
DECEMBER	• Metroid Prime - The update of SNES classic could be the GC's *GoldenEye*. • Mortal Kombat • Ghost Recon • Soul Calibur 2	• Dead to Rights • Soul Calibur 2 • Auto Modellista • Ratchet & Clank - Big on action but can it satisfy those who crave some *Mario* platforming? • Sly Racoon	• House of the Dead 3 • Crazy Taxi 3 • Midtown Madness 3 • MechAssault - Absolutely spectacular looking mech carnage with the best explosions ever. • Quantum Redshift

p. 10 SEGA Free from the worries of console making, Sega are having a ball. Check out the best pics of their newest bundles of joy!

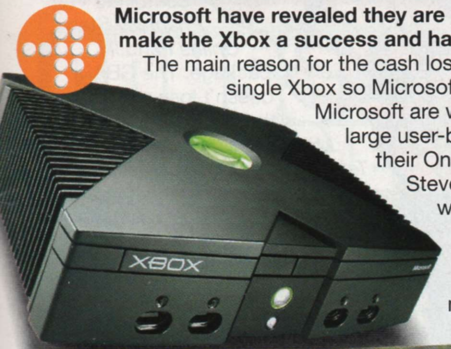
p. 12 SUPER MARIO SUNSHINE Its Japanese release is so close you can smell it. Get in the mood with all the latest Mazza shots and details.

p. 14 POKEMON ADVANCE Remember those small creatures that used to live in balls? Well they're on their way back. We've got the shots and wonder if anyone is actually bothered...

BIGGEST NEWS FIRST! ♦ THE BIGGEST NEWS FIRST ♦ THE BIGGEST NEWS FIRST! ♦ THE BIGGEST NEWS FIRST! ♦ THE BIGGEST NEWS FIRST! ♦

MICROSOFT FEEL THE BURN

US giants will work for food!



Microsoft have revealed they are prepared to lose almost a billion to make the Xbox a success and have dropped hints about a sequel! The main reason for the cash lost is that it takes £325 to make a single Xbox so Microsoft lose £100 for every one. Yikes. But Microsoft are willing to pay this price to create a large user-base so they can make money on their On-line service. Microsoft big cheese Steve Balmer also confirmed that Xbox 2 will arrive in 2006. Other Xbox rumours center around a new version of the machine which will have TV recording capabilities. More news when we get it!

MICROSOFT CAMPAIGN

FEEL SORRY FOR MICROSOFT?

Well do something about it! Arrange fund raising fetes, do a sponsored run or have whip rounds at old people's homes. Do you bit to make sure we protect our global corporations.

Just a fiver a week will make no difference at all...

WHEN IT RAINS

Microsoft sued over TV advertising!

Part of the Xbox marketing campaign included an advert where a baby was catapulted into the air, ages rapidly during its flight trajectory and twats down in its own grave on landing. You might not have seen the ad as it was pulled after over 100 complaints - presumably from old women or indeed flying babies. If that wasn't enough, they're now being sued by a certain Audrey Shebat whose short film 'Life' is allegedly very similar to their short-running commercial. Shebat claims that there is a resemblance on 40 occasions and considering that the advert only lasts for about 30 seconds she might just have the beginnings of a case.

NEW MICRO MACHINE GAME ANNOUNCED FOR XBOX AND PS2!

NINTENDO GIVING UP?!

Ninty intend to do a Sega!

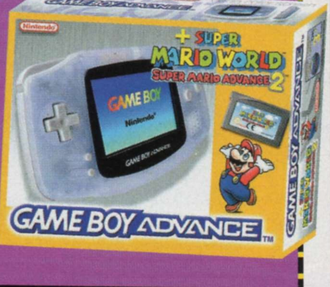
Will the GameCube be Nintendo's last ever console? Well, this could well be case as the Ninty top bods are quickly falling out of love with competing in the cutthroat console market. New company President Satoru Iwata recently stated that Nintendo 'can't be optimistic about the games market as no matter what great product you come up with people get bored'. Great. He then went on to say 'we're reaching the limits of how far we can appeal to consumers by boosting the machines's performance or providing more compelling graphics and sound'. So it doesn't sound too great for those expecting a GameCube 2.

If this is true Nintendo will more than likely concentrate on making games and let Sony and Microsoft fight amongst themselves for console sales. It's worked well for Sega and Nintendo aren't too bad at making games…

Still, nothing has been confirmed yet and Iwata might have just been having 'one of those days'. We can all get a little bit cranky after all.

BUNDLE OF JOY!

Haven't got a GBA yet? Well we've all got a cross to bare. But bare that cross no more, as Nintendo have release an irresistible bundle. For just £90 you can get a elegant clear blue Game Boy Advance and... a copy of *Super Mario Advance 2: Super Mario World* – the awe-inspiring portable version of the 1991 SNES classic. Go now, hurry! Go buy!



► *Super Mario World* and a new colour GBA!

DRIVER 3 ANNOUNCED! HEAD TO WWW.GAMESRADAR.COM TO SEE THE FIRST EVER MOVIE!

SCANDAL MONGER

SCORPION
CYRAX
KENDO
HAPKIDO

▲ As they say, two's company – four's going to be completely menthol!

FOUR WAY MK

Midway have announced that *Mortal Kombat: Deadly Alliance* will include a melee-style 4-player mode on all formats. New weapons including swords and spears mean that the US developed game looks very similar to Namco's *Soul Calibur 2*. Both debut at the end of the year.

GC IMPORT

Desperate to play *Resi* on your GC right now? You'll need Datel's new Action Replay cheat system which lets you play US and Jap games on your PAL GC! No chipping is involved and you'll only have to swap discs before loading! The GC Action Replay costs £30 from all good game stores or you can buy it directly from Datel at www.codejunkies.com.

NINTY ONLINE

To coincide with the Japanese launch of *Phantasy Star 1* and *2* on GC, Ninty will launch a 56K GC modem on August 8th, costing just £20. A speedier broadband adaptor will follow soon and America will be online by November. Nintendo haven't set a date for a UK modem but we'll keep you posted.

RESI DATE

Capcom Europe have finally set a UK release date for *Resident Evil*. The top GC survival horror fest, awarded 95% by GM, will arrive in stores on September 13th. Meanwhile, Capcom are working on *Resi 0*. See our E3 round up for more details!

DEAD MOVIE

The arcade blaster *House of The Dead* may be heading to the Xbox but Sega are making a zombie filled movie too! Some unlucky kids arrive on an island for a bit of boogie and discover the horrible face eating truth that lurks beneath the soil. It's due out next year.

SEGA UNLEASH STACKS OF SEQUELS!

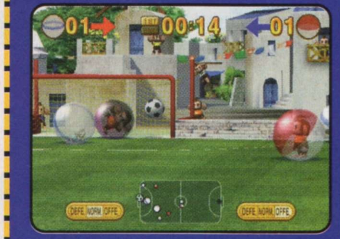
Sega drop new screen bombshell

E3 might have been and gone, but nobody's told Sega! The multi platform developer has released details of a new VF4 arcade game called *VF4 Evolution* as well as next gen updates of *Spike Out* and *Virtua Cop!* Sega's massive Xbox line up now includes *Spike Out Xtreme*, an online update of the frantic arcade blaster.

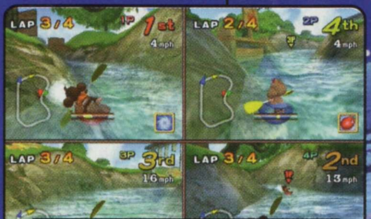
The PS2 gets a completely new version of Sega's top light-gun shooter called *Virtua Cop Re Birth* and the GC gets arcade volleyball sim *Beach Spikers* plus a combined *Phantasy Star Online I* and *II* package. The GBA doesn't lose out either, with Sega classics *Super Monkey Ball*, *Crazy Taxi*, *Virtua Tennis* and a retro *Yu Suzuki* collection heading to the handheld. Last but by no means least is the confirmation that Sonic Team are to reveal a new multi-platform *Sonic* game very soon! Let GM show you the newest screens we've managed to sneak out of Sega's Japanese HQ.

SUPER MONKEY BALL 2

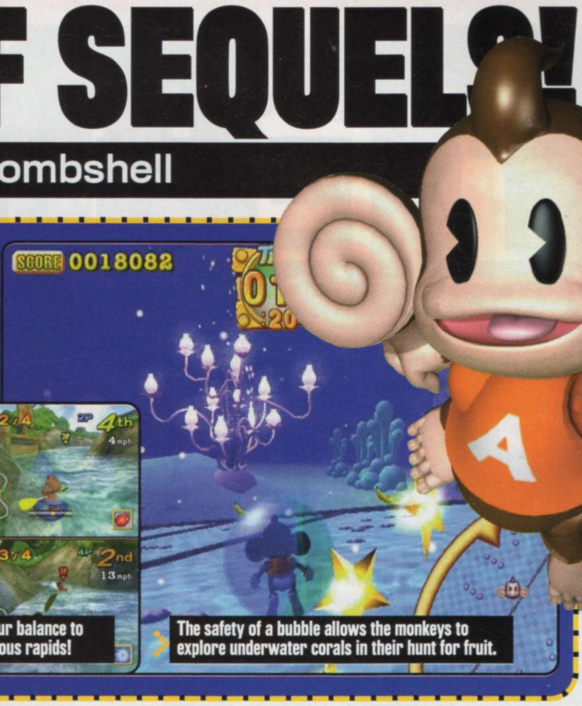
Underwater levels, football tournaments and even a quick match of tennis are all new mini-games in the greatest party game ever. Monkey Battles now take place on the top of umbrellas and Monkey Pool is set in a bar in the wild west. Get your stetson ready!



A baby monkey performs a Beckham penalty and the goalie performs a Seaman miss...

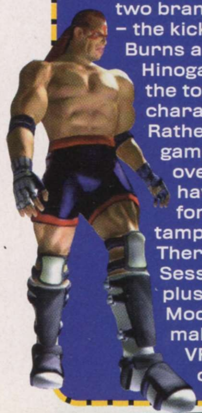


Keep speed up and retain your balance to avoid falling out into the vicious rapids!

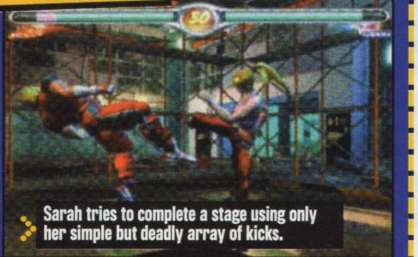


The safety of a bubble allows the monkeys to explore underwater corals in their hunt for fruit.

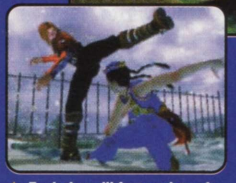
VIRTUA FIGHTER 4 EVOLUTION



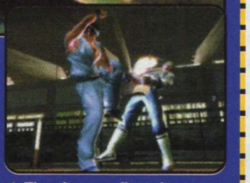
Virtua Fighter 4 Evolution will appear in Japanese arcades this summer and will feature two brand new characters – the kick boxing Brad Burns and judo master Hinogami Goh bringing the total number of characters to 15. Rather than giving the gameplay an overhaul Sega have settled for a little tampering. There's a new Session Mode plus a Quest Mode which will make use of the VF.net online capabilities.



Sarah tries to complete a stage using only her simple but deadly array of kicks.



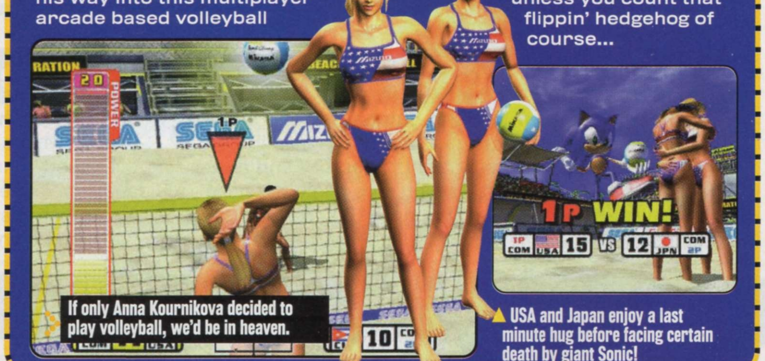
Evolution will feature lots of new costume variations.



There's no confirmation yet about any console conversion.

BEACH SPIKERS

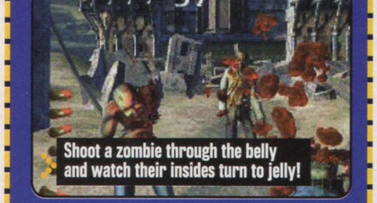
Forget monkeys, Sonic or giant mechs, *Beach Spiker* is all about the ladies. Or it would be, if Sonic hadn't managed to push his way into this multiplayer arcade based volleyball beach fest. Starring beautiful babes from all around the world, Sega have embraced the sport that men love to watch but not play. And, better still, there's no blokes in it – unless you count that flippin' hedgehog of course...



If only Anna Kournikova decided to play volleyball, we'd be in heaven.

USA and Japan enjoy a last minute hug before facing certain death by giant Sonic!

HOUSE OF THE DEAD 3

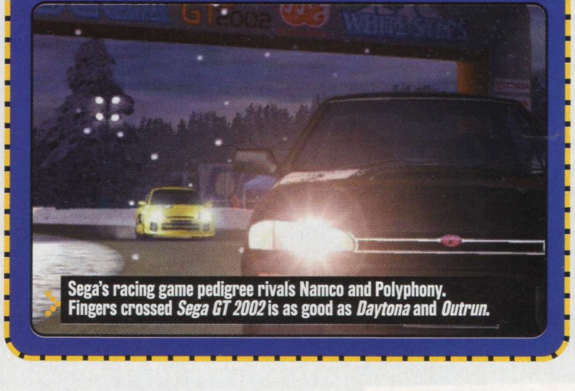


Shoot a zombie through the belly and watch their insides turn to jelly!

Following the plot of the first game, the zombie infested blaster gives you a simple hand gun rather than a rifle. The trick is to line up zombies as bullets can pass right through them. The gruesome cel shading shows falling bits of flesh and each level is strictly against the clock.

SEGA GT 2002

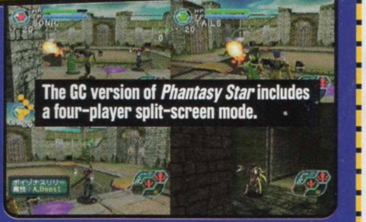
Sega's own take on *Turismo*, with fully licenced cars and graphics as slick as *Gotham*. With *GT Concept* doing the rounds on PS2, the visual might of *GT 2002* is going to give Xbox owners something to shout about, and should satisfy hardcore race fans too.



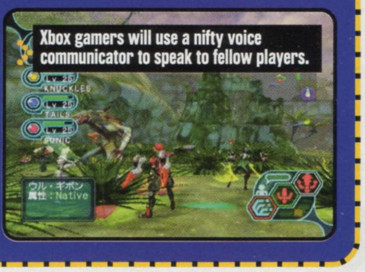
Sega's racing game pedigree rivals Namco and Polyphony. Fingers crossed *Sega GT 2002* is as good as *Daytona* and *Outrun*.

PHANTASY STAR ONLINE 1 & 2

Lucky Japanese Xbox owners get a copy of *Phantasy Star Online* for free when they subscribe to Xbox Live. GameCube owners get both DC versions of *Phantasy Star Online 1* and *2* rolled into one and Ninty are releasing a super cheap modem (expected to be around £20) for online play. The first online console RPG goes from strength to strength.



The GC version of *Phantasy Star* includes a four-player split-screen mode.

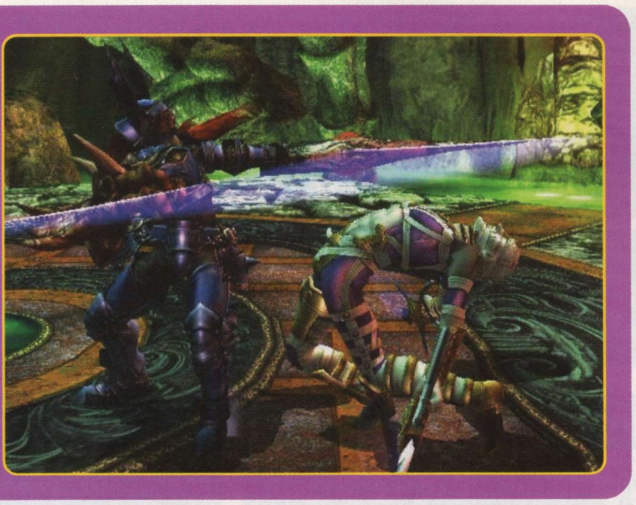


Xbox gamers will use a nifty voice communicator to speak to fellow players.

Link in Soul Calibur 2

ELF RESPECT!

Rumours are circulating that Namco might have a few surprises tucked up in the GameCube version of *Soul Calibur 2*. Although Namco have yet to confirm, there's a suggestion that *Legend of Zelda* star Link will be testing his sword skills against *SC*'s finest. Armed with his trusty Master Sword, Link will appear in his 'adult' non cell-shaded form in the GameCube adventure. If that wasn't enough, Link might be joined by *Dinosaur Planet* hero Fox McCloud! So far there's no hard evidence to back up these rumours, but as soon as we have any, you'll be first to know.



CONSOLE BLITZKRIEG

EA carpet bomb!

EA have announced that both the Xbox and the GameCube will be receiving a port of WWII first person shooter *Medal of Honour: Frontline*. The Xbox port will be ehanced to exploit the consoles extra power and will support a four-way offline multiplayer option. But PS2 owners will still have the opportunity to gloat as the *MOH* producers have revealed that a sequel in currently being developed for Sony's console. The new *MOH* should be out next year and will include off and on-line multiplayer options.

Fans of the the PC version *MOH: Allied Assault* needn't feel left out though, as an expansion pack featuring multiplayer options and extra one-player missions set at the Battle of the Bulge and the Fall of Berlin is due out later this year. In anyone's book that's a whole lotta war.

LIZARDS IN SPACE!

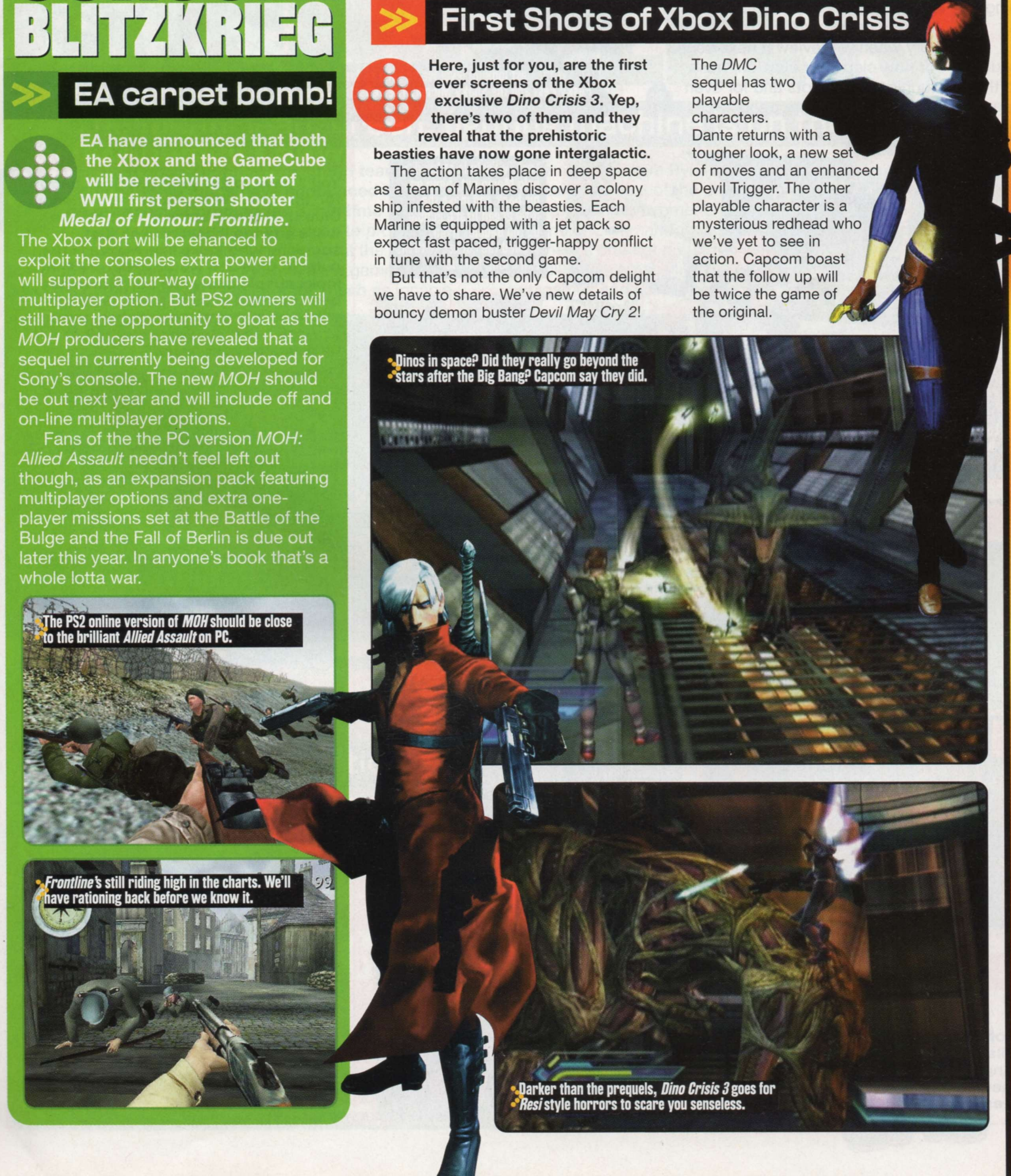
First Shots of Xbox Dino Crisis

Here, just for you, are the first ever screens of the Xbox exclusive *Dino Crisis 3*. Yep, there's two of them and they reveal that the prehistoric beasties have now gone intergalactic.

The action takes place in deep space as a team of Marines discover a colony ship infested with the beasties. Each Marine is equipped with a jet pack so expect fast paced, trigger-happy conflict in tune with the second game.

But that's not the only Capcom delight we have to share. We've new details of bouncy demon buster *Devil May Cry 2*!

The *DMC* sequel has two playable characters. Dante returns with a tougher look, a new set of moves and an enhanced Devil Trigger. The other playable character is a mysterious redhead who we've yet to see in action. Capcom boast that the follow up will be twice the game of the original.



The PS2 online version of *MOH* should be close to the brilliant *Allied Assault* on PC.

Frontline's still riding high in the charts. We'll have rationing back before we know it.

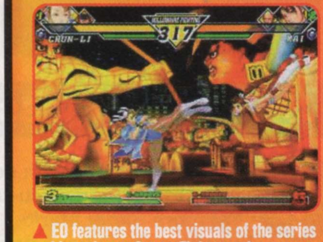
Dinos in space? Did they really go beyond the stars after the Big Bang? Capcom say they did.

Darker than the prequels, *Dino Crisis 3* goes for *Resi* style horrors to scare you senseless.

SCANDAL MONGER

OK EO!

Capcom's GC fighting debut *Capcom VS SNK EO* will feature 44 characters and Capcom have revealed that the C stick will be used for all combat moves. Nintendo's non standard controllers have previously stopped Capcom making Ninty beat-'em-ups but things have changed thanks to Ninty and Capcom joining forces to make the Triforce arcade board.



▲ EO features the best visuals of the series and brand new *Street Fighter* action.

FULL ONI 2

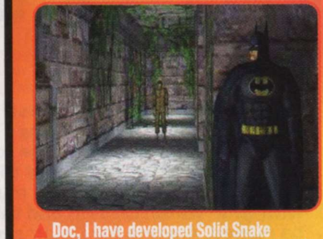
Capcom have revealed that the UK version of *Oni 2* will have a 60hz mode so you can appreciate the martial arts stunner without the borders and slow play of the original. The minor downside is that the 'making of' extras that US gamers get will be lost due to the space needed to accommodate the full screen mode.

PS2 ART

Artoon, makers of *Blinx*, release their first PS2 game in Japan next month. *Ghost Vibration* features a boy and girl ghost hunting team in a haunted mansion but expect a spookier quest than *Luigi*'s. Xbox fans awaiting Blinx should keep take a peek at the GM preview next month to get more first impressions of Artoon's debut.

THE BAT IS BACK

Kemco are working on a new GC Batman game called *Batman: Dark Tomorrow*. The game features Batman's utility belt which houses a hook shot, batarang, handcuffs and smoke grenades. Old skool enemies will be included like The Joker and Mr Freeze. Kemco are keen to keep the Caped Crusader moody as the game is based on the original comics.



▲ Doc, I have developed Solid Snake disease! What can I do? Bat it on the head!

THE SUPER MARIO MYSTER

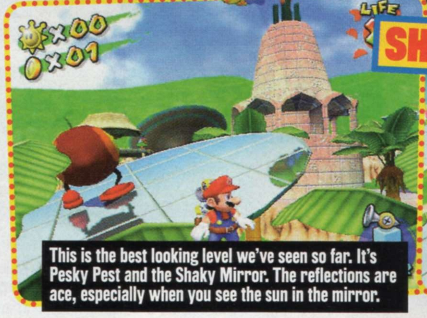
Who is messing up Mazza's summer holiday?

Hold the presses with some industrial strength blu-tac! Yet more *Super Mario Sunshine* shots have been unleashed, hinting who is behind our Mazza's holiday misery.

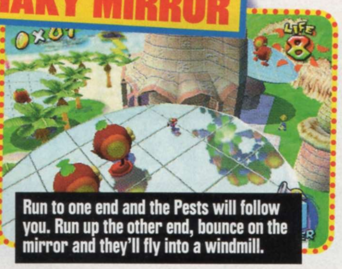
See, some nasty fella is running around Mario's holiday spot and spraying grime all over the place. Even worse the locals think that our Mario is behind it all and demand that he cleans the place up. But one new shot shows a mysterious Mazza-a-like running around the town (See "Who Framed Mario?"). Could he be the villain? You'd think so…

You may have to wait until next month to find out. *Super Mario Sunshine* is released in Japan on 19 July and we'll bring you the whole story when we review it next issue. For now clap your eyes on these stunning new shots and for even more Mario info, see page 42!

SHAKY MIRROR

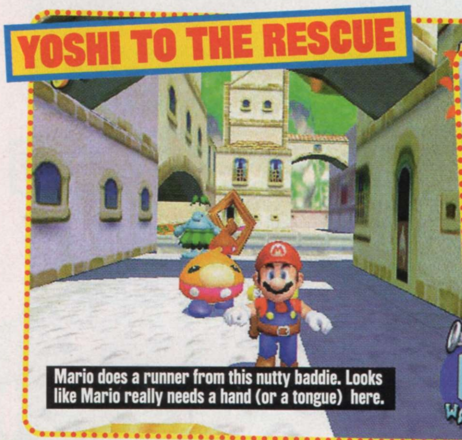


This is the best looking level we've seen so far. It's Pesky Pest and the Shaky Mirror. The reflections are ace, especially when you see the sun in the mirror.

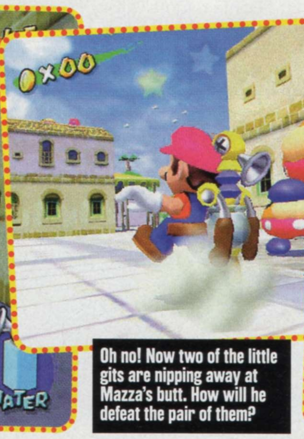


Run to one end and the Pests will follow you. Run up the other end, bounce on the mirror and they'll fly into a windmill.

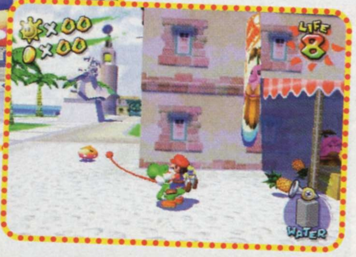
YOSHI TO THE RESCUE



Mario does a runner from this nutty baddie. Looks like Mario really needs a hand (or a tongue) here.

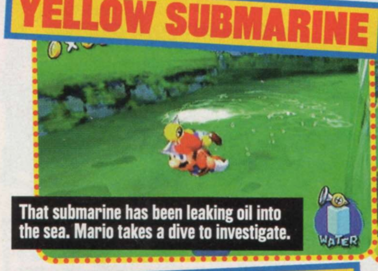


Luckily Yoshi is at hand to help Mario out. Jump on his back and make the little green lizard gobble up the baddies from around the corner with his extra long tongue.

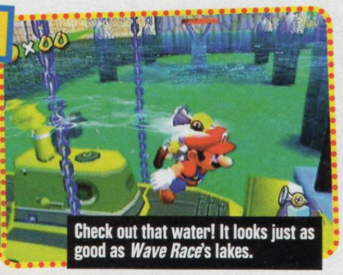


Oh no! Now two of the little gits are nipping away at Mazza's butt. How will he defeat the pair of them?

YELLOW SUBMARINE

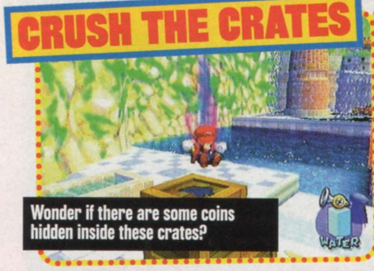


That submarine has been leaking oil into the sea. Mario takes a dive to investigate.

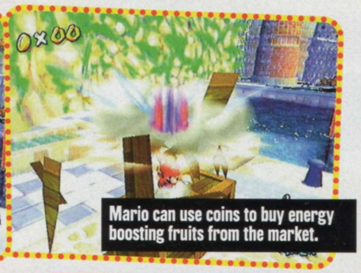


Check out that water! It looks just as good as *Wave Race*'s lakes.

CRUSH THE CRATES



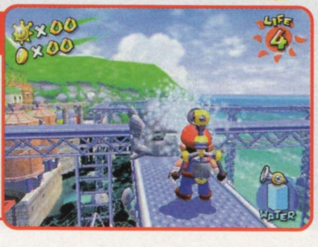
Wonder if there are some coins hidden inside these crates?



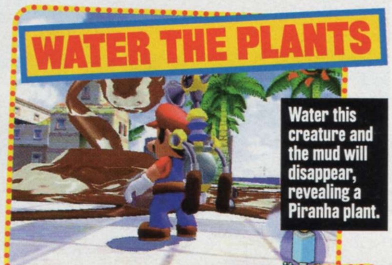
Mario can use coins to buy energy boosting fruits from the market.

Lend Us a Squid!

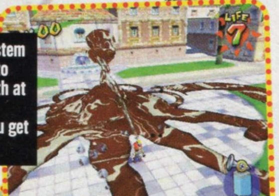
Squids in! The Muddy Port has been taken over by slithering squids. They're sliding on the top and clinging to the bottom of this walkway. Oh well, shoot the things with your water cannon and they'll be ruined. Anyone for Calamares?



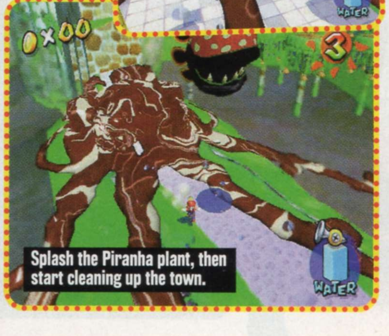
WATER THE PLANTS



Water this creature and the mud will disappear, revealing a Piranha plant.



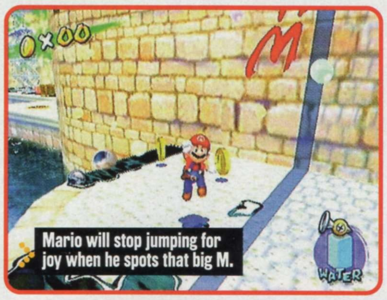
The control system is quite tricky to get to grips with at first, but it is genius once you get used to it.



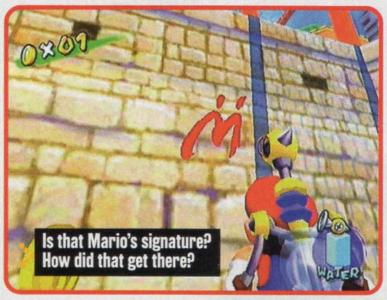
Splash the Piranha plant, then start cleaning up the town.

Who Framed Mario?

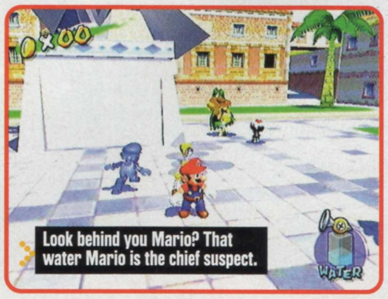
You'll have to get your Sherlock hat on for this one. Let's look at the evidence. Clue 1: There is some graffiti on the walls and the locals reckon that someone who looks like Mazza is the culprit. Clue 2: A water creature that looks suspiciously like our Mario has been spotted around town. Is he the villain or is there some higher power at work here. Bowser, maybe? All will be revealed next issue.



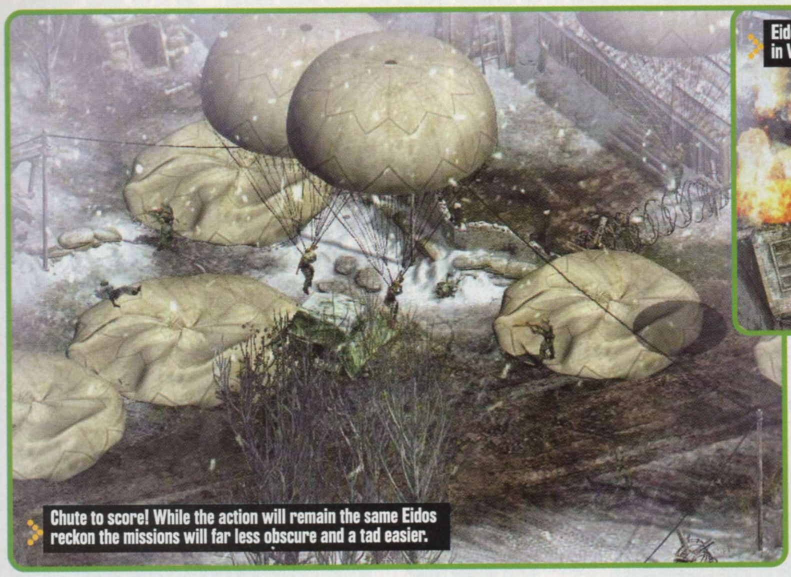
Mario will stop jumping for joy when he spots that big M.

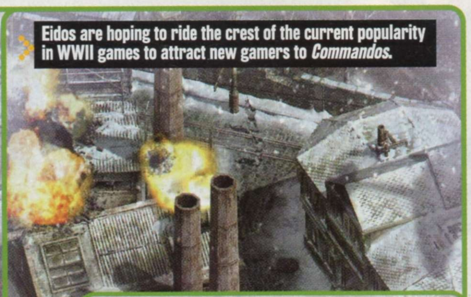


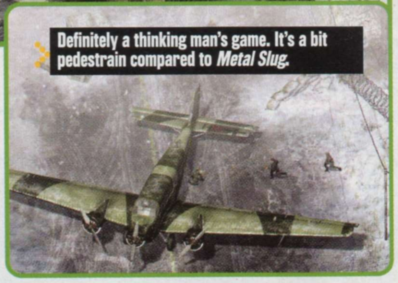
Is that Mario's signature? How did that get there?



Look behind you Mario? That water Mario is the chief suspect.


Chute to score! While the action will remain the same Eidos reckon the missions will far less obscure and a tad easier.


Eidos are hoping to ride the crest of the current popularity in WWII games to attract new gamers to *Commandos.*


Definitely a thinking man's game. It's a bit pedestrain compared to *Metal Slug.*

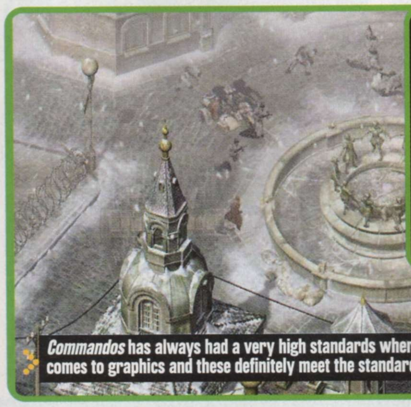
HAIL THE BERETS!

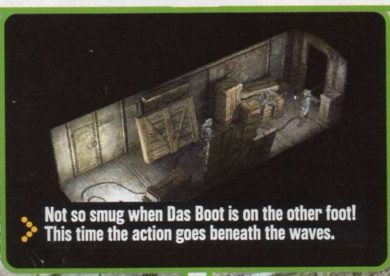
The mean, lean, green, fighting machine is on the move!

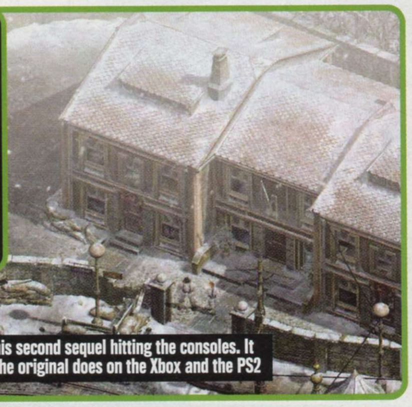
Can't get enough of that tiny green team? Well good news as Eidos have announced that they'll be releaseing *Commandos 3* this time next year.

Expect the usual sequel pledges to provide better graphics and enemy AI to be fulfilled, but the big news is that Eidos have made an effort to make the game easier. But devotees of the series shouldn't fret too much as Ignacio Perez of developers Pyro Studios stated that 'our intention is to take the best of the previous games and introduce several new improvements and we're confident that the millions of *Commandos* fans will be very impressed.' Boo-ya! There's one fret out of the way then.

Still set in WWII it'll be more plot driven than the first two games and still be better than any *Army Men* game.

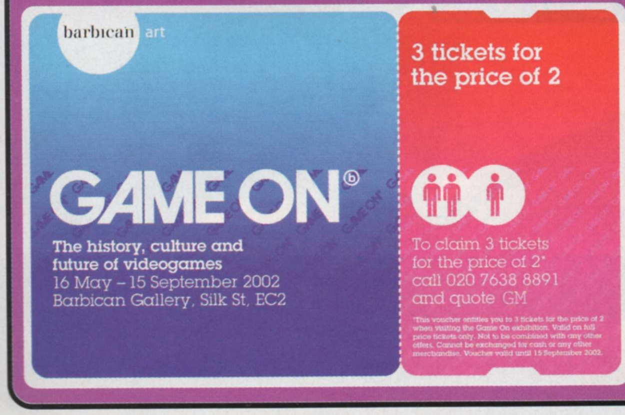

Commandos has always had a very high standards when it comes to graphics and these definitely meet the standards.


Not so smug when Das Boot is on the other foot! This time the action goes beneath the waves.


There's not talk of this second sequel hitting the consoles. It all depends on how the original does on the Xbox and the PS2

GAME ON COMPO

Win game show tickets!


barbican art

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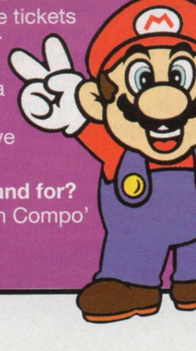
*This voucher entitles you to 3 tickets for the price of 2 when visiting the Game On exhibition. Valid on full price tickets only. Not to be combined with any other offers. Cannot be exchanged for cash or any other merchandise. Voucher valid until 15 September 2002.

Were your gaming thumbs twitching before you ever picked up a PlayStation? Fancy taking a step back in time with the *Game On* exhibition at London's Barbican?

Full of classic consoles, software through the ages and movies inspired by games, the show has already begun and runs till September. Even better news is that we have a '3 for the price of 2' voucher for every reader to give away. All you need to do is call the number and book your bonus ticket. Or you could just enter our competition to get in for now! One winner will find their arms full of 10 free tickets along with the book and poster from the show, two passes to all the films in the season and a Joystick Junkies T-Shirt while two lucky runners up will recieve two tickets and a poster.



Question: What does NES stand for?
Send your answer to 'Game On Compo' at the usual mag address.

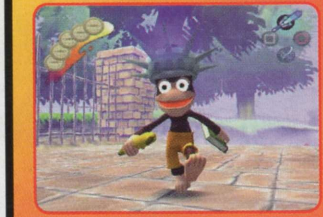
SCANDAL MONGER

OLD GREENIE IS BACK!

Hot on the heels of Spidey, The Incredible Hulk is the latest super hero to hit the movie screens. It's out next year so Universal are making an action adventure game for PS2, GC and Xbox. Expect much chest-beating action as well as a romantic side story. We're not joking!

PLANET OF THE APES

Quickly becoming the most promising PS2 platformer, *Ape Escape 2* has revealed new levels of madness. The monkey catching continues but this time Hikaru has a submarine, snow mobile and a banana batarang to halt the cheeky apes. The apes have some rather bizarre costumes including,um, a Statue of Liberty outfit. Don't ask!

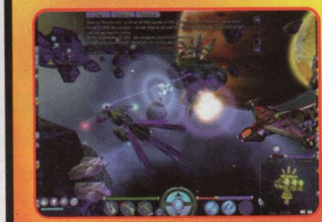

▲ Christ, it's the Statue of Liberty! The monkeys are taking over! Call George Bush!

CARTOON BALLS

Konami Osaka have switched from making their traditional arcade based ISS games to creating a very playable Disney game on GC! Watch Donald Duck protect his goal by raising his bum and Mickey Mouse perform two-leg tackles! More next ish.

BEYOND EARTH

The PC's biggest MMORPG on the horizon is *Earth and Beyond.* Set in space, the huge science fiction adventure lets you explore whole planets and trade or fight with alien races without a Klingon in sight!


▲ Trekkers will love the choice to decide their own destinity, for better or worse

TIGER 2004

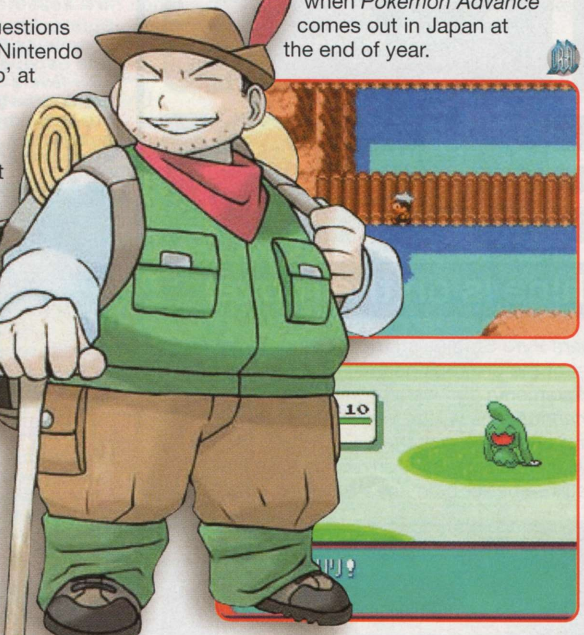
Phantagram have bought the rights to create a MMORPG based on *Crouching Tiger, Hidden Dragon.* Unlike the console hack and slashers, the PC version will be adventure based but it won't be released until 2004! Will anybody remember the film?

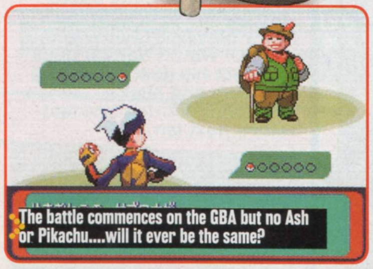
POKÉ-GONE?!

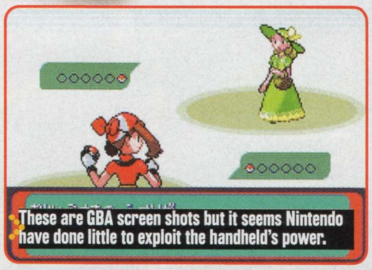
Are we mini-monstered out?!

Pokémon is the biggest gaming franchise ever. Its success makes Lara Croft and Mario look like passing fads, but has the world's favourite monster mash run out of steam? Does any one actually give a monkeys about Pikachu? And just what did they think they were doing with Mr Mime?

All pertinent questions as the one game Nintendo did little to 'big-up' at this years E3 was *Pokémon* on the GBA – potentially one of the biggest hand-held titles ever. But instead of a big fanfare we're getting a slow drip feed of info about the new adventure which will feature 351 different *Pokémon*, will be set in a city inspired by Venice and featuring two new trainers. This could mean Nintendo have lost confidence in their monster money maker as hardcore fans have grown out of the Pokémania. Or perhaps they feel Poké vibe doesn't fit in with their current trendy marketing drive for the GameCube. All these questions will be answered when *Pokémon Advance* comes out in Japan at the end of year.




The battle commences on the GBA but no Ash or Pikachu....will it ever be the same?

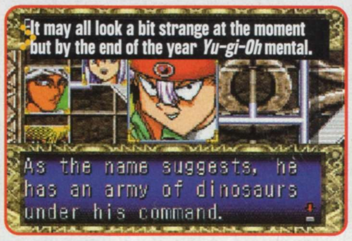

These are GBA screen shots but it seems Nintendo have done little to exploit the handheld's power.

The New Pokémon

If *Pokémon* fails to live up expectations what will fill the cute, Japanesey, dangerously addictive void? We take a look a few suspects.

YU-GI-OH

It's a card game based on a TV series that is taking Japan and the US by storm and GBA and PS2 version are on their way. *Yu-Gi-Oh* is the story of a kid called Yugi goes on adventures using magic cards in battles. The game's produced by Konami.


It may all look a bit strange at the moment but by the end of the year *Yu-gi-Oh* mental.

As the name suggests, he has an army of dinosaurs under his command.

DRAGON BALL Z

It's a cartoon with crazy haircuts and a huge cult following and now the games are on the way it's just waiting to be a cultural phenomenon. Edgier and more violent than *Pokémon* it could have widespread appeal.

Check out page 78 for the first DragonBall Z game to hit the UK.

HAMTORO

This GBC hamster sim is huge in Japan as gamers learn Ham-Ham speak to make hamster friends. Unbearably cute and a big contender for the younger gamer market that *Pokémon* dominated. But the good news for Nintendo is that it's one of their games.

TEENAGE MUTANT NINJA TURTLES

It could happen! Maybe... With a new animated series imminent, licence owners 4Kids are looking for a games publisher to provide the interactive thrills. They were huge in the early 90's, just like Kylie. And look at her now!

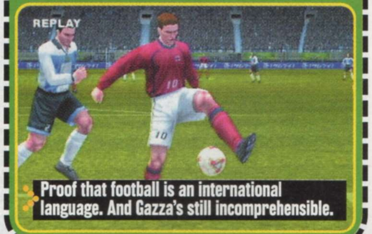
WORLD CUP FALLOUT

Sales hit by Beautiful Game

Proof that nothing can beat the power of football - not even videogames. The spiritual home of the virtual experience Japan has gone football mad and it's had its effect on the games market. Sales dropped by 50% during the World Cup month and there were a total of 12 footy titles in the top 50 and six in the top ten. Top of the tree was Komani's immaculate *Winning Eleven 6* closely followed by EA's *2002 FIFA World Cup*. So far there's been no news how the World Cup has effected the US market but after their quarter-final appearance they're sure to have gone 'soccer' mad! Possibly...

Owen drifts past another marker – shame he didn't do that against Brazil.

Winning Eleven Six was the Japanese game of choice during the World Cup month.



Proof that football is an international language. And Gazza's still incomprehensible.

CELEBRITY DEATHMATCH FEATURING MR.T COMING TO PS2! YOU CRAZY FOOL!

WAVEBIRD GOOD BUY

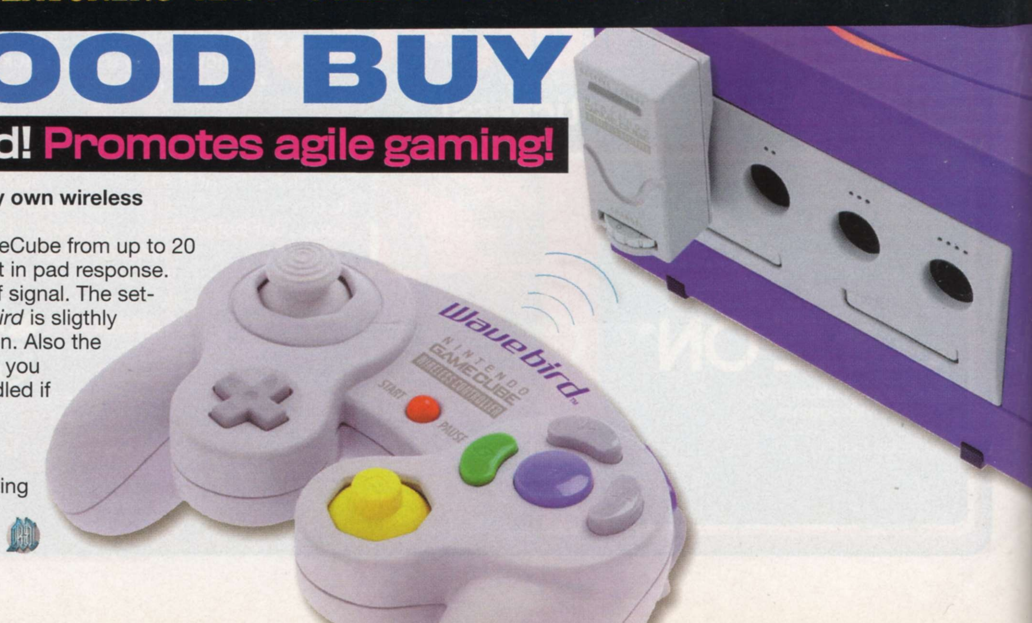
GM test wireless pad! Promotes agile gaming!

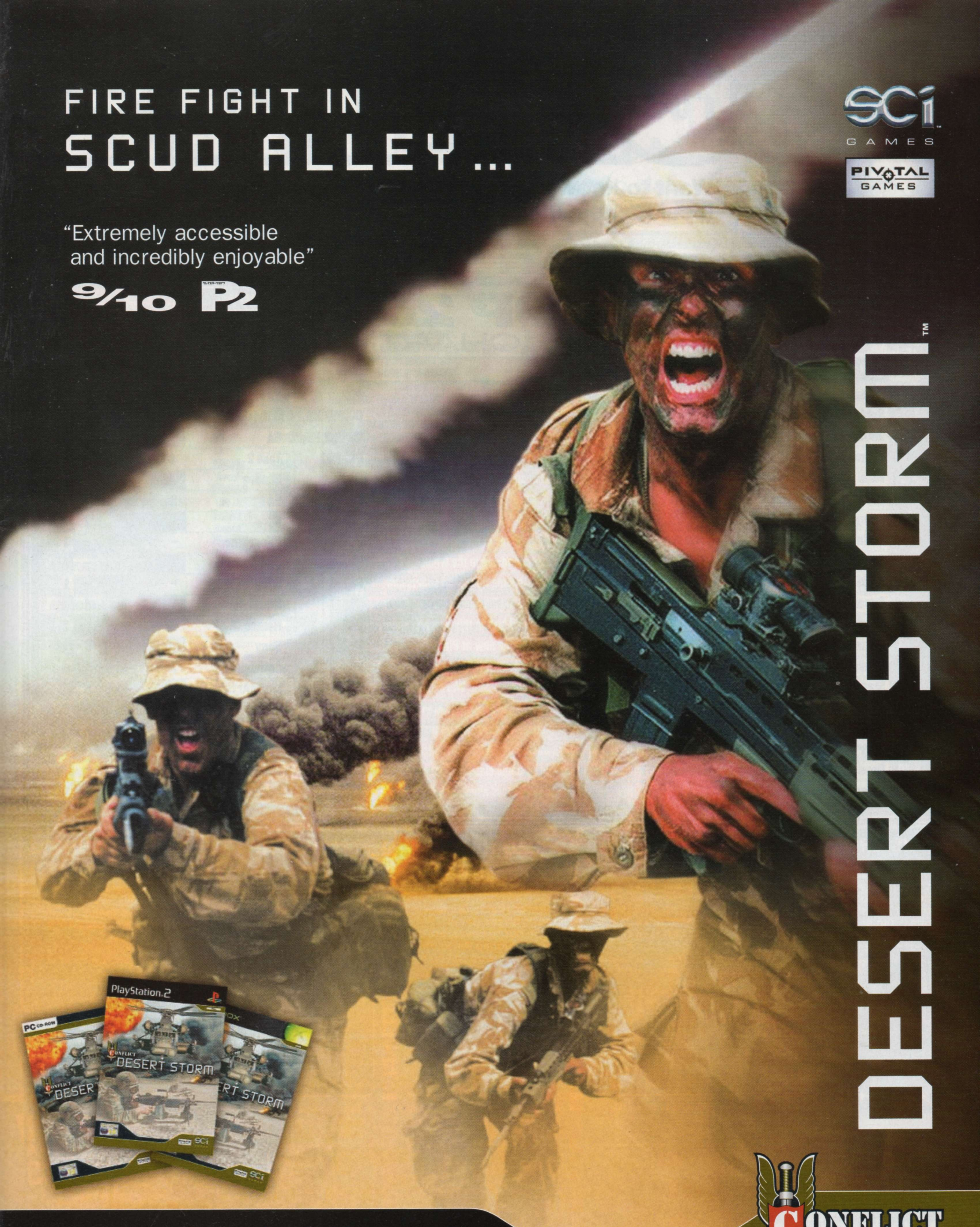
GM finally got to grapple with Nintendo's very own wireless peripheral as it was released in the US.

The *Wavebird* pad allows you to play your GameCube from up to 20 feet away completely cordless without any effect in pad response.

You can even play if furniture or people are in line of signal. The set-up is just the same as the standard pad, but the *Wavebird* is sligthly heavier as it requires a couple of AA batteries to function. Also the receiver that fits into front of the 'Cube has a dial giving you access to 16 frequencies so the signals won't get muddled if other players are using *Wavebird*s.

Sadly it has no rumble feature but this is the only negative for nifty alternative to the regular pad. Just picture it - you'll be roaming around the living room, hiding behind the labrador and bouncing off the three-piece-suite - what do you mean you do that already?





FIRE FIGHT IN
SCUD ALLEY...

"Extremely accessible
and incredibly enjoyable"

9/10 P2

SCi GAMES

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DESERT STORM™

CONFLICT

Out September 2002 on

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CHARTS

Want to know what titles are flying off the shelves of your local games shop? Find out with the only chart that counts!

Software charts compiled by ChartTrack, ©2002 ELSPA (UK) Ltd.
www.elspa.com

UK TOP 20 GAMES CHART

ChartTrack
GM uses the ChartTrack chart – the only chart officially recognised by the UK software industry. Get the full 20 in GM every month! It's the only chart that counts!

NO.	GAME	WHAT'S IT ALL ABOUT?		PUBLISHER	PREVIOUS POSITIONS Last week	 2 weeks ago	 3 weeks ago	Weeks on chart
1	Medal Of Honor: Frontline	Feel the fear as the shells burst all around in this D-day FPS	PS2	EA	1	1	-	3
2	Spider-Man	Peter Parker's picked another perfect piece of cross platform play	GC,PS2,XB,PC	Activision	2	2	-	3
3	2002 FIFA World Cup	More shocking than the real tournament ever managed to be	GC,PS2,PS,PC	EA	3	3	2	9
4	Grand Theft Auto 3	More Daily Mail troubling immorality from the car jacking classic	PC, PS2	Take 2	4	4	3	6
5	Final Fantasy 10	Ride Chocobos and play Blitzball in another stunning Fantasy	PS2	Square	5	5	1	5
6	007: Agent Under Fire	No movie but there are plenty of babes and bangs for your bucks	GC,PS2,XB,PC	EA	6	13	-	17
7	Pikmin	Alien ant farming from Shigsy's garden in this stunning strategy	GC	6	-	-	2	
8	V-Rally 3	Dirty simulation from the enduring series of off-road racers	PS2, GBA	Infogrames	-	-	-	1
9	Grand Prix 4	Geoff's masterwork returns, Crammond-ing in the whole of F1	PC	Infogrames	-	-	-	1
10	Smash Court Tennis Pro Tour	Courting those Wimbeldon fans by serving up a solid sports sim	PS2	Sony	-	-	-	1
11	Super Smash Bros: Melee	Lamp Link, flatten Captain Falcon, pick on Pikachu in this top fighter	GC	Nintendo	8	8	4	5
12	Vampire Night	Grab a lightgun and blast some undead butt in this average shooter	PS2	Namco	22	-	-	2
13	Gran Turismo 3	An immense, immersive racing simulator now at Platinium prices	PS2	Sony	10	9	8	48
14	Soldier Of Fortune 2	Learn to amputate limbs and legs with this blunt and brutal shooter	PC	Activision	7	6	5	4
15	Star Wars: Rogue Leader	Death Star trashing action in this stunning Star Wars shooter	GC	LucasArts	16	14	6	8
16	Medal Of Honor: Allied Assault	Soldiering on through the Spielberg style D-day invasion of France	PC	EA	11	20	22	19
17	The Sims: On Holiday	The Sims are leaving on a jet plane, but you still rule their world	PC	EA	11	-	-	2
18	Harry Potter	Not so magical story of a boy, an owl and a big movie licence.	GBA, GBC, PS	EA	15	10	7	32
19	Deus Ex	Futuristic first person shooter with some class RPG moments	PS2	Eidos	19	9	11	15
20	Halo: Combat Evolved	An awesome alien invasion that drips class along with Flood blood	XB	Microsoft	17	13	9	15

US CHARTS

Frontline tops the sales over the pond just as it does here but the game that the Yanks call 'soccer' sneaks in at number 9, even if it is still second to a rounders game at six.

US CHARTS

No.	Game	Format
1	Medal Of Honor	PS2
2	Grand Theft Auto 3	PS2
3	Elders Scrolls Morrowind	XB
4	Yu-Gi-Oh!	PS
5	Eternal Darkness	GC
6	Backyard Baseball	GBA
7	Star Wars: Attack Clones	GBA
8	Digimon World	PS
9	2002 FIFA World Cup	PS2
10	Super Smash Bros: Melee	GC

BEACH HEAD!

We will bite them on the features, we will never surrender our copy of the terrifyingly realistic *Medal Of Honor Frontline.* From the bloody sands of Omaha beach to spying on the Rhine, you lead your band of brothers into battle.

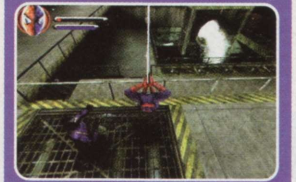
▲ Your gun will sway all over the place as the bullets rattle around your head. Frighteningly realistic.

▲ Don't go attack those windmills because this is Holland and you are one of the parachutists at Arnhem.

WEB HEAD!

Netting some of the biggest sales is the movie tie-in and multi-format monster that is *Spider-Man.* With the Green Goblin out to devastate the city and kidnap Parker's beau MJ, it is up to you to stop this mad scientist.

▲ One gets bitten by a spider, the other spills nerve gas. Why haven't Spidey and Goblin read the lab rules?



▲ Bruce Campbell star of *Evil Dead* is the man who provides the sarcastic voice-over to your adventures.

FLOWER HEAD!

As helpful as boy scouts and twice as cute, the little *Pikmin* have nested high in the charts this month. Born deep on an alien world these plants seek only to help a lost spaceman to recover the bits of his shattered ship.

▲ These little flowers might not look much but pick them out of the ground and they'll beat up baddies for you.

▲ Picks ome Pikmin, force them to be your slaves and make sure they're tucked up in bed at night.

JAPAN CHARTS

Football fever hits the joint hosts of the World Cup a month late with three titles, including the fantastic *Winning Eleven 6* riding highest in the charts at number 3.

JAP CHARTS

No.	Game	Format
1	Dragon Quest Monsters 1&2	PS
2	Hamster Tarou	GBA
3	Winning Eleven Six	PS2
4	Project FIFA World Cup	PS2
5	Hikaru Go!	PS
6	Naturio	PS2
7	KonoHana 2	PS2
8	Gundam: Zion War	PS2
9	Nenchu Pro Baseball	PS2
10	2002 FiFA World Cup	PS2

>> GAMESMASTER'S ESSENTIAL GAMING CALENDAR... FIND OUT WHAT'S IN THE SHOPS, AND WHEN...

COMING SOON

Each month GamesMaster brings you the most up-to-date release schedule there is so you can find out exactly what's on the horizon for your chosen format.

JULY

			ELSPA	
19th	DANCING STAGE KONAMIX	Konami	NONE	PS
19th	MAFIA: THE CITY OF LOST HEAVEN	Take 2	NONE	PC
19th	MEN IN BLACK 2: ALIEN ESCAPE	Infogrames	NONE	PS2
19th	PINK PANTHER	Mindscape	NONE	PC
19th	STUART LITTLE 2	Activision	NONE	GBA
19th	GT CONCEPT 2002 TOKYO-GENEVA	Sony	NONE	PS2
23th	C12: FINAL RESISTANCE (PLATINIUM)	Sony	NONE	PS
26th	MEDABOTS TYPE A: ROKUSHO	Ubi Soft	NONE	GBA
26th	METAL SLUG X	Virgin	NONE	PS
26th	SMUGGLER'S RUN: WARZONES	Take 2	NONE	GC
26th	SPEC OPS: AIRBOURNE COMMANDO	Take 2	NONE	PS
26th	TRANSWORLD SURF	Infogrames	NONE	PS2
26th	LEGO FOOTBALL MANIA	EA	NONE	PS2
26th	FREEKSTYLE	EA	NONE	PS2
26th	SPY HUNTER	Midway	NONE	GC
TBC	BRUCE LEE: QUEST OF THE DRAGON	Vivendi	NONE	XBOX
TBC	AERO THE ACROBAT	Metro3D	NONE	GBA
TBC	CIRCUS MAXIMUS: CHARIOT WARS	THQ	NONE	PS2
TBC	CRAZY TAXI	Empire	NONE	PC
TBC	DEAD TO RIGHTS	Namco	NONE	XBOX
TBC	DEFENDER OF THE CROWN	Metro3D	NONE	GBA
TBC	FILA WORLD TOUR TENNIS	THQ	NONE	PC
TBC	FILA WORLD TOUR TENNIS	THQ	NONE	XBOX
TBC	TOCA RACE DRIVER	Codemasters	NONE	PS2
30th	DISNEY GOLF	EA	NONE	PS2
30th	ICEWIND DALE II	Interplay	NONE	PC
30th	MAT HOFFMAN'S PRO BMX 2	Activision	NONE	GBA
30th	MAT HOFFMAN'S PRO BMX 2	Activision	NONE	PS2
30th	MAT HOFFMAN'S PRO BMX 2	Activision	NONE	XBOX
30th	MEDIEVAL: TOTAL WAR	Activision	NONE	PC
30th	PREMIER MANAGER 2002	Infogrames	NONE	PS2
30th	SPLASHDOWN	Infogrames	NONE	XBOX
30th	SUDDEN STRIKE	CDV	NONE	PC
TBC	AGGRESSIVE INLINE	Acclaim	NONE	GC
TBC	AGGRESSIVE INLINE	Acclaim	NONE	PS2
TBC	AGGRESSIVE INLINE	Acclaim	NONE	XBOX
TBC	BEACH LIFE	Eidos	NONE	PC
TBC	BOB THE BUILDER: BOB BUILD A PARK	BBC	NONE	PC
TBC	FARSCAPE: THE GAME	Schuster	NONE	PC
TBC	GO GO BECKHAM: ADVENTURE ON SOCCER ISLAND	Rage	NONE	GBA
TBC	HAEGEMONIA – LEGIONS OF IRON	Mindscape	NONE	PC
TBC	KING OF FIGHTERS EX – NEO BLODD	Sammy	NONE	GBA
TBC	MAGICAL MIRROR – MICKEY MOUSE	Nintendo	NONE	GC
TBC	MAGICAL QUEST – MICKEY & MINNIE	Nintendo	NONE	GBA
TBC	NEED FOR SPEED: HOT PURSUIT 2	EA	NONE	GC
TBC	SPYRO 2: SEASON OF FLAME	Vivendi	NONE	GBA
TBC	STAR TREK: ELITE FORCE	Activision	NONE	PS2
TBC	WARBIRDS III	Schuster	NONE	PC
TBC	ZOOCUBE	Acclaim	NONE	GBA
TBC	ZOOCUBE	Acclaim	NONE	GC
TBC	CHASE	BAM!	NONE	XBOX
TBC	CHESSMASTER	Ubi Soft	NONE	GBA
TBC	DEAD OR ALIVE XTREME VOLLEYBALL	Techmo	NONE	XBOX
TBC	DRAGONBALL Z: THE LEGACY OF GOKU	infogrames	NONE	GBA
TBC	E-JAY CLUBWORLD	Empire	NONE	PS2

AUGUST

TBC	FORMULA ONE ARCADE	Sony	NONE	PS
TBC	G.I.COMBAT	Strategy First	NONE	PC
TBC	HERO X	Infogrames	NONE	PC
TBC	MADDEN NFL 2003	EA	NONE	PS2
TBC	MADDEN NFL 2003	EA	NONE	GBA
TBC	NEED FOR SPEED: HOT PURSUIT 2	EA	NONE	XBOX
TBC	NEVERWINTER NIGHTS	Infogrames	NONE	MAC
TBC	TOCA RACE DRIVER	Codemasters	NONE	PS2
TBC	TOCA RACE DRIVER	Codemasters	NONE	XBOX
TBC	PRO TRAIN	Strategy First	NONE	PC
TBC	RIDING SPIRITS	BAM!	NONE	PS2
TBC	SHREK TREASURE HUNT	TDK	NONE	PS
TBC	STAR WARS JEDI KNIGHT II JEDI OUTCAST	LucasArts	NONE	MAC
TBC	STICH: EXPERIMENT 626	Sony	NONE	PS2
TBC	STRONGHOLD: CRUSADER	Take 2	NONE	PC
TBC	TERMINATOR: DAWN OF FATE	Infogrames	NONE	XBOX
TBC	TGV TRAIN SIM PACK	Just Flight	NONE	PC
TBC	WORLD RALLY CHAMPIONSHIP ARCADE	Sony	NONE	PS
2nd	NEW WORLD ORDER	Project 3	NONE	PC
6th	ALEX FERGUSON'S PLAYER MANAGER	Ubi Soft	NONE	PC
6th	BONX	Ubi Soft	NONE	GBA
6th	CUBIX: CLASH 'N BASH	3DO	NONE	GBA
6th	CUBIX: RACE 'N ROBOTS	3DO	NONE	PC
6th	CUBIX: RACE 'N ROBOTS	3DO	NONE	PS2
6th	CUBIX: RACE 'N ROBOTS	3DO	NONE	GC
6th	DINO STALKER	Capcom	NONE	GBA
6th	EGGO MANIA	Kemco	NONE	GB
6th	EGGO MANIA	Kemco	NONE	PC
6th	EGGO MANIA	Kemco	NONE	PS2
6th	FREEKSTYLE	EA	NONE	GC
6th	LARGO WINCH: COMMANDER SAR	Ubi Soft	NONE	PS
6th	LARGO WINCH: EMPIRE UNDER THREAT	Ubi Soft	NONE	PS2
6th	LARGO WINCH: EMPIRE UNDER THREAT	Ubi Soft	NONE	PC
6th	MYST III: EXILE	Ubi Soft	NONE	PS2
6th	NEED FOR SPEED: HOT PURSUIT 2	EA	NONE	PS2
6th	STUNTMAN	Infogrames	NONE	PS2
6th	ULTIMATE FIGHTING CHAMPIONSHIP	Ubi Soft	NONE	PS2
13th	BATTLEFIELD 1942	EA	NONE	PC
13th	DIVINE DIVINITY	CDV	NONE	PC
13th	PLANETSIDE	Ubi Soft	NONE	PC

SEPTEMBER

13th	MADDEN NFL 2003	EA	NONE	PC
13th	RESIDENT EVIL	Capcom	NONE	GC
13th	STREET HOOPS	Activision	NONE	XBOX
13th	STREET HOOPS	Activision	NONE	GC
13th	STREET HOOPS	Activision	NONE	PS2
13th	THE SIMPSONS SKATEBOARDING	EA	NONE	PS2
20th	BLACK BELT CHALLENGE	Xicate	NONE	GBA
20th	INVADER	Xicate	NONE	GBA
20th	LILO AND STITCH	Ubi Soft	NONE	GBA
20th	LOTUS CHALLENGE	Virgin t	NONE	XBOX
20th	TEKKEN 4	Sony	NONE	PS2
20th	MEGAMAN 2	Ubi Soft	NONE	GBA
20th	SABRINA: POTION COMMOTION	Ubi Soft	NONE	GBA
20th	STREET FIGHTER ALPHA 3	Ubi Soft	NONE	GBA
20th	THE HULK	Vivendi	NONE	XBOX
20th	THE SUM OF ALL FEARS	Ubi Soft	NONE	GBA
20th	THORGAI	Mindscape	NONE	PC
20th	WIZARDY SUMMONER	Ubi Soft	NONE	GBA
20th	WORMS BLAST	Ubi Soft	NONE	PC
20th	WORMS WORLD PARTY	Ubi Soft	NONE	GBA
27th	BIONICLE: MATORAN PARTY	Lego	NONE	GBA
27th	COLIN MCRAE RALLY 2.0	Codemasters	NONE	GBA
27th	COLIN MCRAE RALLY 3	Codemasters	NONE	XBOX
27th	COLIN MCRAE RALLY 3	Codemasters	NONE	PS2
27th	DEATHROW	Ubi Soft	NONE	XBOX
27th	DONALD DUCK: WHO IS PK?	Ubi Soft	NONE	GC
27th	DONALD DUCK: WHO IS PK?	Ubi Soft	NONE	PS2
27th	DRAGON'S LAIR 3D	Ubi Soft	NONE	XBOX
27th	DRAGON'S LAIR 3D	Ubi Soft	NONE	PC
27th	SMASHING DRIVE TBC	Namco	NONE	GC
27th	SMASHING DRIVE TBC	Namco	NONE	GC
27th	DRAGON'S LAIR 3D	Ubi Soft	NONE	MAC
27th	EVOLUTION WORLDS	Ubi Soft	NONE	GC
27th	KELLY SLATER'S PRO SURFER	Activision	NONE	GBA
27th	KELLY SLATER'S PRO SURFER	Activision	NONE	PS2
27th	KELLY SLATER'S PRO SURFER	Activision	NONE	GC
27th	KELLY SLATER'S PRO SURFER	Activision	NONE	XBOX
27th	LARGO WINCH: EMPIRE UNDER THREAT	Ubi Soft	NONE	GC
27th	LARGO WINCH: EMPIRE UNDER THREAT	Ubi Soft	NONE	XBOX
27th	MAT HOFFMAN'S PRO BMX	Activision	NONE	GC
27th	MYST III: EXILE	Ubi Soft	NONE	XBOX
27th	NBA LIVE 2003	EA	NONE	XBOX
27th	NBA LIVE 2003	EA	NONE	PS2
27th	NBA LIVE 2003	EA	NONE	PC
27th	NEED FOR SPEED: HOT PURSUIT 2	EA	NONE	PC
27th	NHL 2003	EA	NONE	PS2
27th	NHL 2003	EA	NONE	XBOX
27th	NHL 2003	EA	NONE	PC
27th	THE ELDER SCROLLS III: MORROWIND	Ubi Soft	NONE	XBOX
27th	THE SUM OF ALL FEARS	Ubi Soft	NONE	PS2
30th	LOONS: THE FIGHT FOR FAME	Infogrames	NONE	XBOX
30th	TIMESPLITTERS 2	Eidos	NONE	PS2
TBC	BATTLE ENGINE AQUILA	Infogrames	NONE	XBOX
TBC	BATTLE ENGINE AQUILA	Infogrames	NONE	PS2
TBC	COLD ZERO – THE LAST STAND	JoWooD	NONE	PC
TBC	CRASH BANDICOOT:THE WRATHOF CORTEX	Vivendi	NONE	GC
TBC	DRUID KING	Strategy First	NONE	PC
TBC	FAR WEST	JoWooD	NONE	PC
TBC	FIREBLADE	Midway	NONE	PS2
TBC	GAUNTLET DARK LEGACY	Midway	NONE	GC
TBC	GAUNTLET DARK LEGACY	Midway	NONE	XBOX
TBC	GOOD COP BAD COP	Revolution	NONE	PC
TBC	GOOD COP BAD COP	Revolution	NONE	XBOX
TBC	GOOD COP BAD COP	Revolution	NONE	PS2
TBC	GRAVITY GAMES – BIKES STREET.VERT.DIRT	Midway	NONE	XBOX
TBC	GRAVITY GAMES – BIKES STREET.VERT.DIRT	Midway	NONE	GC
TBC	GRAVITY GAMES – BIKES STREET.VERT.DIRT	Midway	NONE	PS2
TBC	H2OVERDRIVE	Crave	NONE	PS2
TBC	HOT WHEELS BASH ARENA	THQ	NONE	PC
TBC	HOT WHEELS: VELOCITY X	THQ	NONE	PC
TBC	KNIGHTS OF THE CROSS	Cenega	NONE	PC
TBC	LEGION: THE LEGEND OF EXCALIBUR	Midway	NONE	PS2
TBC	LOTUS CHALLENGE	Virgin	NONE	PC
TBC	MONSTER FORCE	Vivendi	NONE	GBA
TBC	MX 2003	THQ	NONE	GC
TBC	MX 2003	THQ	NONE	PS2
TBC	NAMCO MUSEUM	Namco	NONE	PS2
TBC	NAMCO MUSEUM	Namco	NONE	GC
TBC	NAMCO MUSEUM	Namco	NONE	XBOX
TBC	PAC-MAN FEVER	Namco	NONE	GC
TBC	PAC-MAN FEVER	Namco	NONE	PS2
TBC	PAC-MAN WORLD 2	Namco	NONE	PS2
TBC	POWER RANGERS: WILD FORCE	THQ	NONE	GBA
TBC	R-TYPE III: THE THIRD LIGHTNING	Phantagram	NONE	GBA
TBC	RED CARD SOCCER	Midway	NONE	GC
TBC	ROCKET POWER: BEACH BANDITS	THQ	NONE	GBA
TBC	RUGRATS: MUNCHIN LAND	THQ	NONE	PC
TBC	RUGRATS: ROYAL RANSOM	THQ	NONE	GC
TBC	RUGRATS: ROYAL RANSOM	THQ	NONE	PS2
TBC	SHADOWBANE	Ubi Soft	NONE	MAC
TBC	SHADOWBANE	Ubi Soft	NONE	PC

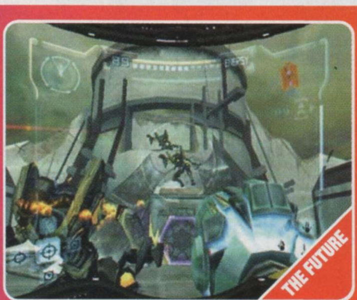
WATCH OUT FOR...

GT CONCEPT
Drive 95 cars so mad they don't exist outside of a designer's dream.

STUNTMAN
Get cash for crashes in this stunt-'em up from the makers of *Driver*

×00
×00
LIFE
4
3 MONTHS

MARIO SUNSHINE
6 years after *Super Mario 64*, Mazza returns in another ace adventure.



METROID PRIME
A robotic rampage to make Sir Killalot look like a Goblin teasmaid.

PLAY INSTANTLY ON YOUR MOBILE!

SCREENSHOTS

[Speed:160]
Options
[Speed:90]
Options

Formula One is an animated* speed racing game that helps you develop a high level of skill that encourages long play. You choose the driver and engine capacity, number of pit stops and type of tyre to ensure maximum motoring around the hazardous circuits. Over time, tactical manoeuvring can take you up to pole position and, as familiar landmarks and competitors arise there are various options available to negotiate the best course.

The excitement builds as you avoid another multiple car pile up in order to pass the chequered flag as ultimate winner!

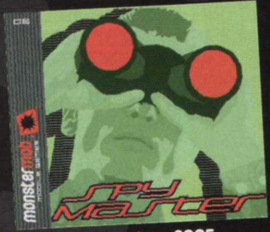
*where handsets allow

03
FR
FORMULA RACER
monstermob
mobile games

Formula Racer - 2002

Pillow fight

Pillow Fight - 2006



Spy Master - 2005

Euretania - 2001

DIME BANDIT

Dime Bandit - 2000

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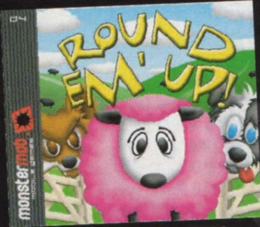
RENEGADE RIK

Renegade Rik - 2004



Round Em Up - 2003

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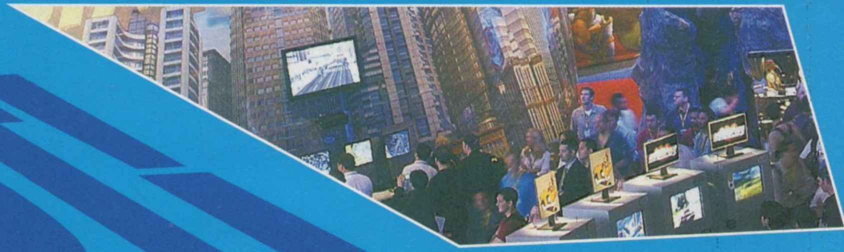
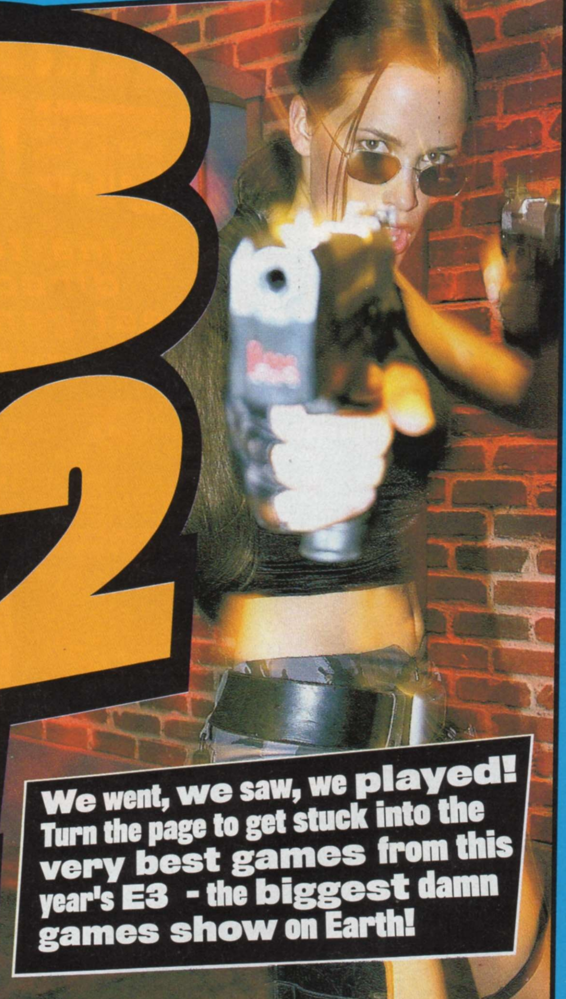
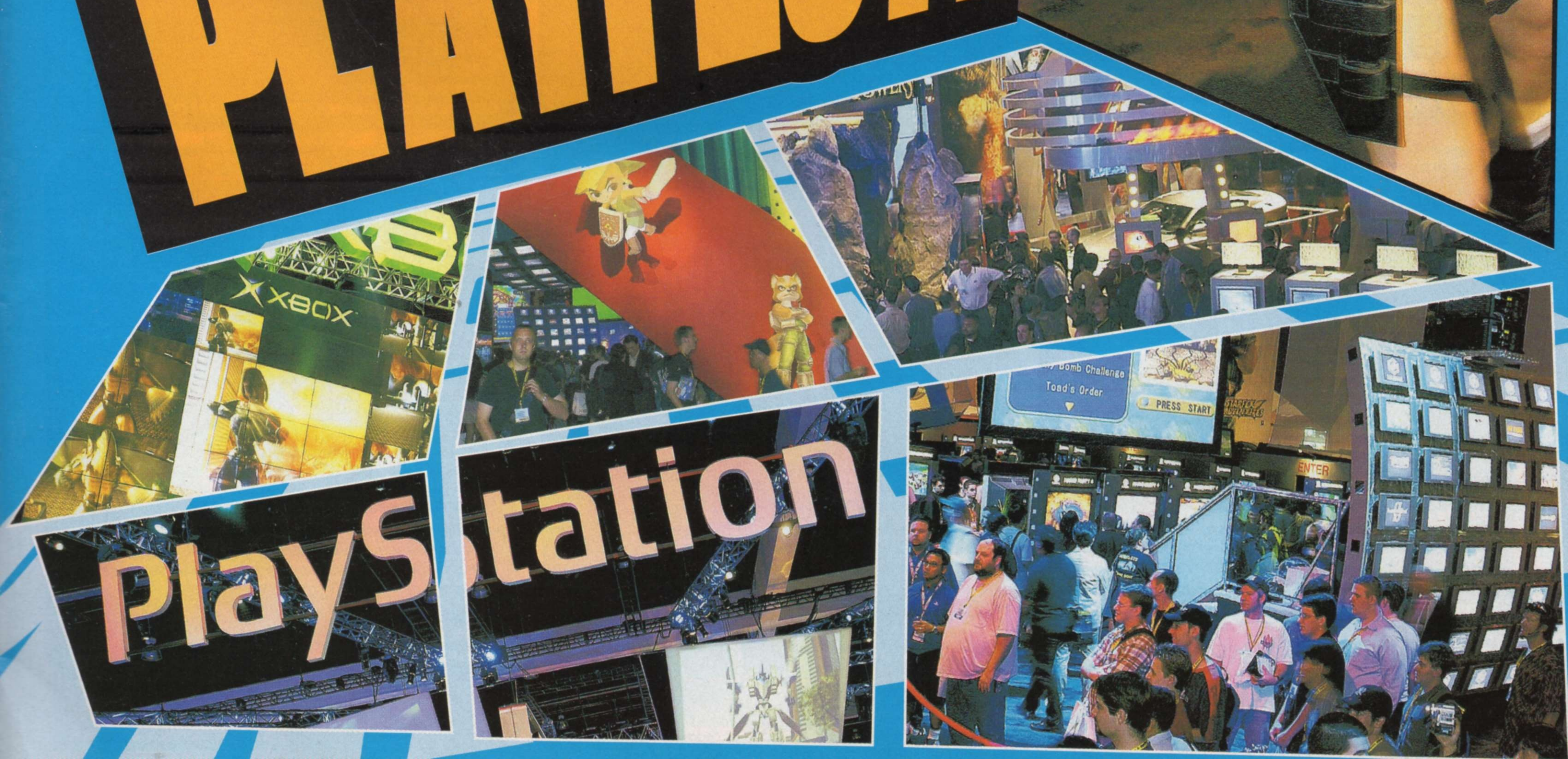
2002 PLAYFEST!



E3 2002 PLAYFEST!



We went, we saw, we played! Turn the page to get stuck into the very best games from this year's E3 - the biggest damn games show on Earth!


XBOX
Bomb Challenge
Toad's Order
PRESS START
ENTER
PlayStation

E3 AWARDS

GM'S BEST OF E3

Over 1000 games were on show – let us single out the very best for praise and a lovely shiny award...

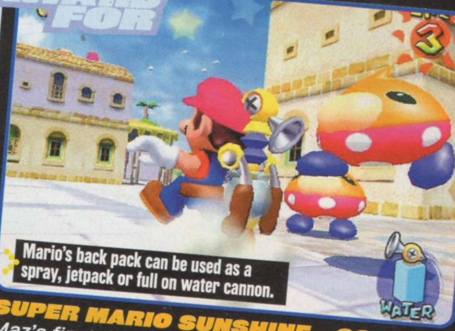
All the games that mattered most, live and direct from the biggest, noisiest games show on Earth!

It's a simple enough concept, E3. Get a venue the size of Godzilla's double garage, chuck in all the software publishers and pretty much every game in development and then invite the likes of GamesMaster over to Los Angeles for a few days to have a go on them.

And with the console war currently raging worldwide it was a big one. You are looking at over 400 softies showing off over 1000 games to around 60,000 industry 'experts'. Over the next 32 pages you'll find our hands-on first impressions of every title that mattered. It's as good as being there, only without the prospect of a lardy American elbowing you in the guts to get the next go!

E3 AWARD FOR

OVERALL BEST GAME



Mario's back pack can be used as a spray, jetpack or full on water cannon.

SUPER MARIO SUNSHINE – GC

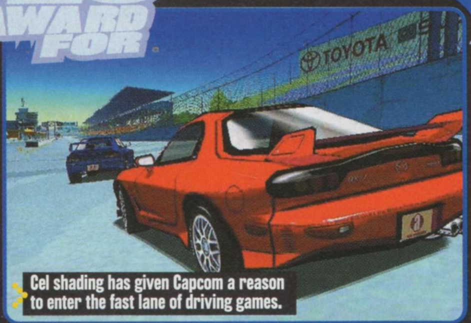
Maz's first proper new platformer for six long years attracted maximum queueage. It was good to have him back on the big screen.

RUNNERS UP

DOOM 3 – PC
LEGEND OF ZELDA – GC
METROID PRIME – GC
TIMESPLITTERS 2 – MULTI

E3 AWARD FOR

BEST RACER



Cel shading has given Capcom a reason to enter the fast lane of driving games.

AUTO MODELLISTA – PS2

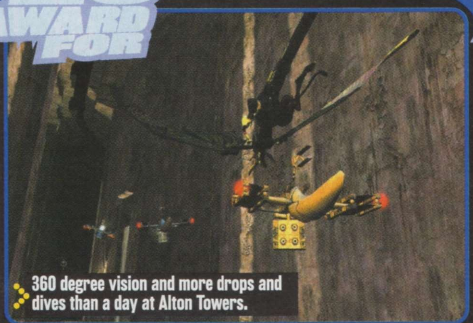
Cel shaded (groan) and the handling was all over the shop but this beautiful looking racer still stood out a mile from the rally/F1 herd.

RUNNERS UP

COLIN MCRAE RALLY 3 – PS2, PC, XBOX, GC
BURNOUT 2 – PS2
TOCA RACER DRIVER – PS2, PC, XBOX

E3 AWARD FOR

BEST ACTION GAME



360 degree vision and more drops and dives than a day at Alton Towers.

PANZER DRAGOON: ORTA – XBOX

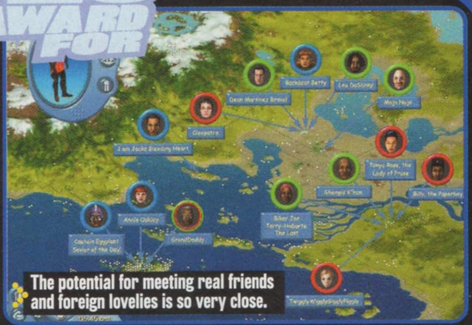
This dead satisfying, back-to-blasting-basics installment of the classic series really showed off the 'box's power.

RUNNERS UP

SHINOBI – PS2
LORD OF THE RINGS: THE TWO TOWERS

E3 AWARD FOR

BEST STRATEGY GAME



The potential for meeting real friends and foreign lovelies is so very close.

THE SIMS ONLINE

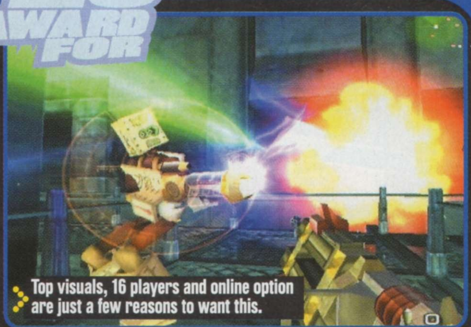
Set to take over the world and every second of your spare time. More addictive than Big Brother, it'll really push online gaming.

RUNNERS UP

SIM CITY 4 – PC
REPUBLIC – PC
COMMAND & CONQUER: GENERALS – PC

E3 AWARD FOR

BEST FPS



Top visuals, 16 players and online option are just a few reasons to want this.

TIMESPLITTERS 2 – MULTI

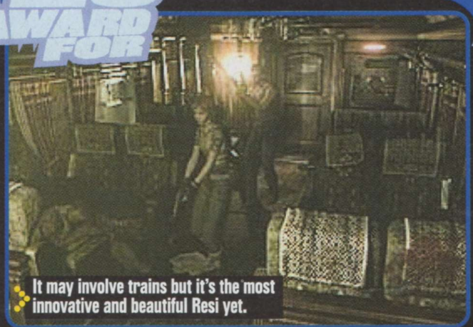
Looking the business on all three formats, the much improved 'Splitters and its gun-toting monkeys beat off tough competition.

RUNNERS UP

METROID PRIME – GC
DOOM 3 – PC

E3 AWARD FOR

BEST SURVIVAL HORROR



It may involve trains but it's the most innovative and beautiful Resi yet.

RESIDENT EVIL ZERO – GC

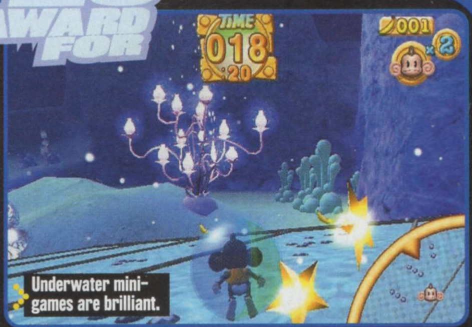
The first real overhaul for Resi since the original game looked spine xylophoningly creepy. The character swapping feature was nifty too.

RUNNER UP

ONIMUSHA 2 – PS2

E3 AWARD FOR

BEST PUZZLE GAME



Underwater mini-games are brilliant.

SUPER MONKEY BALL 2 – GC

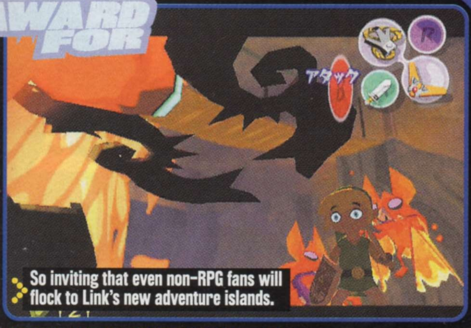
Monkeys. Balls. Put 'em together again and you've got this top sequel to Sega's unbeatable Cube roll-'em-up. You have to love the mini-games.

RUNNER UP

MARIO PARTY 4 – GC

THE GM E3 AWARDS

E3 AWARD FOR > BEST ADVENTURE



So inviting that even non-RPG fans will flock to Link's new adventure islands.

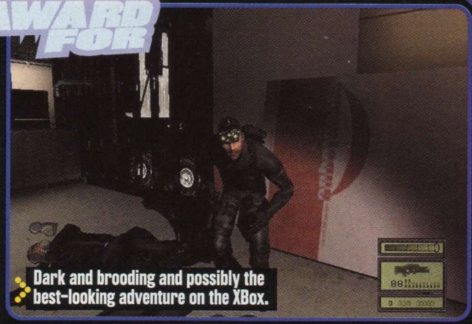
LEGEND OF ZELDA - GC

Put an end to the whinging about Link's new cel shaded look as soon as it was switched on.

RUNNER UP

METROID FUSION - GBA

E3 AWARD FOR > BEST ACTION/ADVENTURE



Dark and brooding and possibly the best-looking adventure on the XBox.

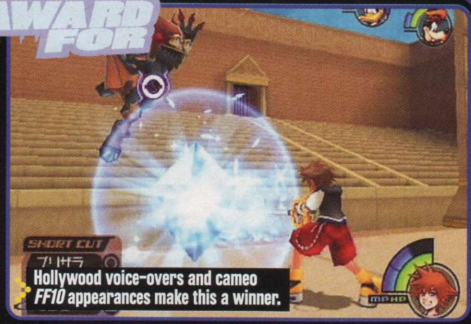
SPLINTER CELL - XBOX, PC

Metal Gear grade stealth and a ton of gadgets make this Tom Clancy licence one to watch.

RUNNER UP

BOUNTY HUNTER - PS2

E3 AWARD FOR > BEST RPG



Hollywood voice-overs and cameo *FF10* appearances make this a winner.

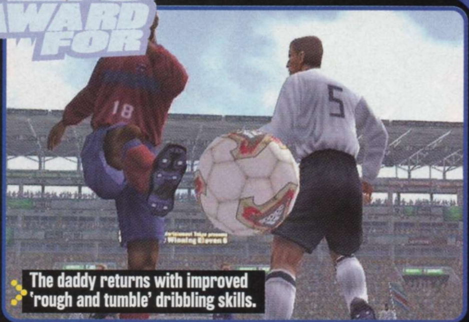
KINGDOM HEARTS - PS2

Square's RPG expertise with a whole Disney store of Uncle Walt's characters. Charming.

RUNNER UP

GOLDEN SUN 2 - THE LOST AGE - GBA

E3 AWARD FOR > BEST SPORTS GAME



The daddy returns with improved 'rough and tumble' dribbling skills.

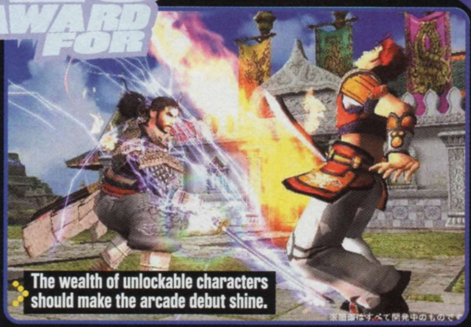
WINNING ELEVEN 6 - PS2

Good enough to make even Americans interested in football, sorry 'Soccer'.

RUNNER UP

VIRTUA TENNIS - GBA

E3 AWARD FOR > BEST FIGHTING GAME



The wealth of unlockable characters should make the arcade debut shine.

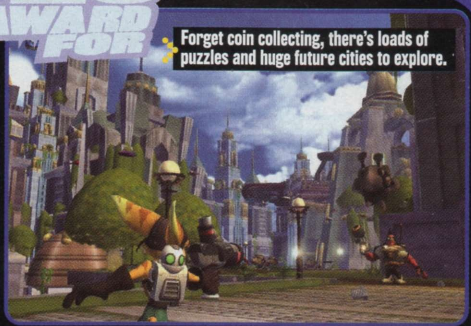
SOUL CALIBUR 2 - COIN-OP

This weapon-wielding beast is going to be a handful when it arrives on the consoles.

RUNNER UP

TEKKEN 4 - PS2

E3 AWARD FOR > BEST PLATFORMER



Forget coin collecting, there's loads of puzzles and huge future cities to explore.

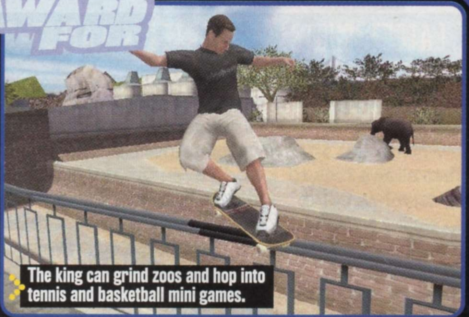
RATCHET & CLANK - PS2

This impressed by asking you to explore and think as well as jump about collecting stuff.

RUNNER UP

YOSHI'S ISLAND: SUPER MARIO ADVANCE 3 - GBA

E3 AWARD FOR > BEST EXTREME SPORTS



The king can grind zoos and hop into tennis and basketball mini games.

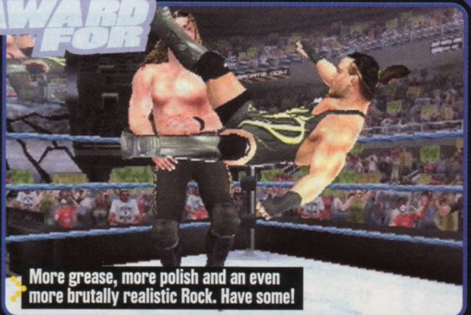
TONY HAWK'S PRO SKATER 4 - MULTI

The Hawkster's latest allows you to grind yourself silly and looks better than ever.

RUNNER UP

DAVE MIRRA XXX - PS2, XBOX, GC

E3 AWARD FOR > BEST WRESTLING GAME



More grease, more polish and an even more brutally realistic Rock. Have some!

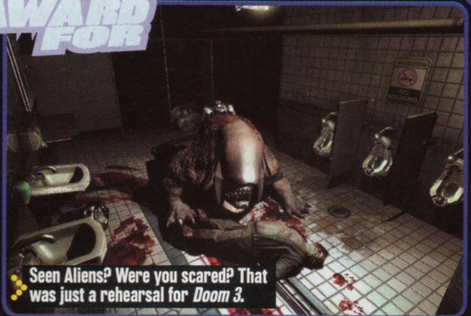
WWE SMACKDOWN! SYM - PS2

A close run thing but this looks like laying an almighty amount of smack down.

RUNNERS UP

WWE WRESTLEMANIA X8 - GC

E3 AWARD FOR > BEST RPG



Seen Aliens? Were you scared? That was just a rehearsal for *Doom 3*.

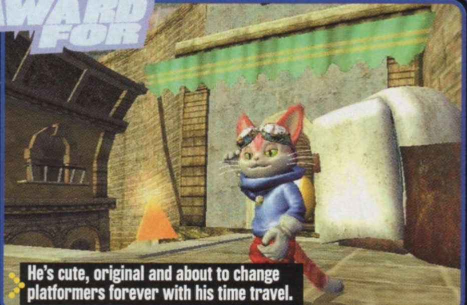
DOOM 3 - PC

The in-game video of id's Doom 3 caused more gaping jaws than anything else.

RUNNERS UP

DEVIL MAY CRY 2 - PS2

E3 AWARD FOR > BEST ORIGINAL GAME



He's cute, original and about to change platformers forever with his time travel.

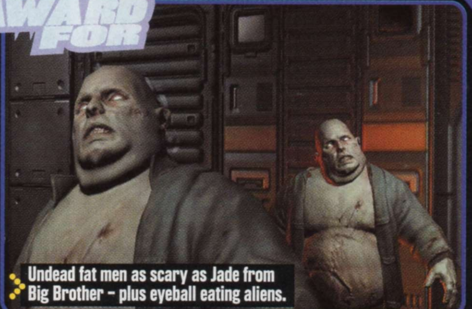
BLINX THE TIME SWEEPER - XBOX

Uses Xbox's hard drive for the first new twist in platform games for years.

RUNNERS UP

ANIMAL CROSSING - GC

E3 AWARD FOR > BEST GRAPHICS



Undead fat men as scary as Jade from Big Brother - plus eyeball eating aliens.

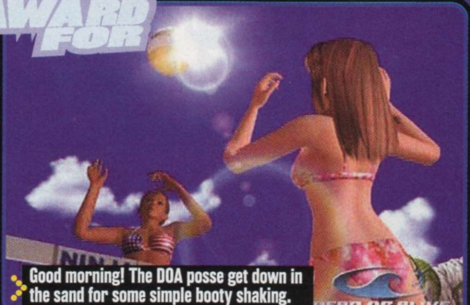
DOOM 3 - PC

Truly staggering shadows, multiple source lighting and, of course, fat grey zombie blokes.

RUNNERS UP

THE LEGEND OF ZELDA - GC

E3 AWARD FOR > BIGGEST SURPRISE



Good morning! The DOA posse get down in the sand for some simple booty shaking.

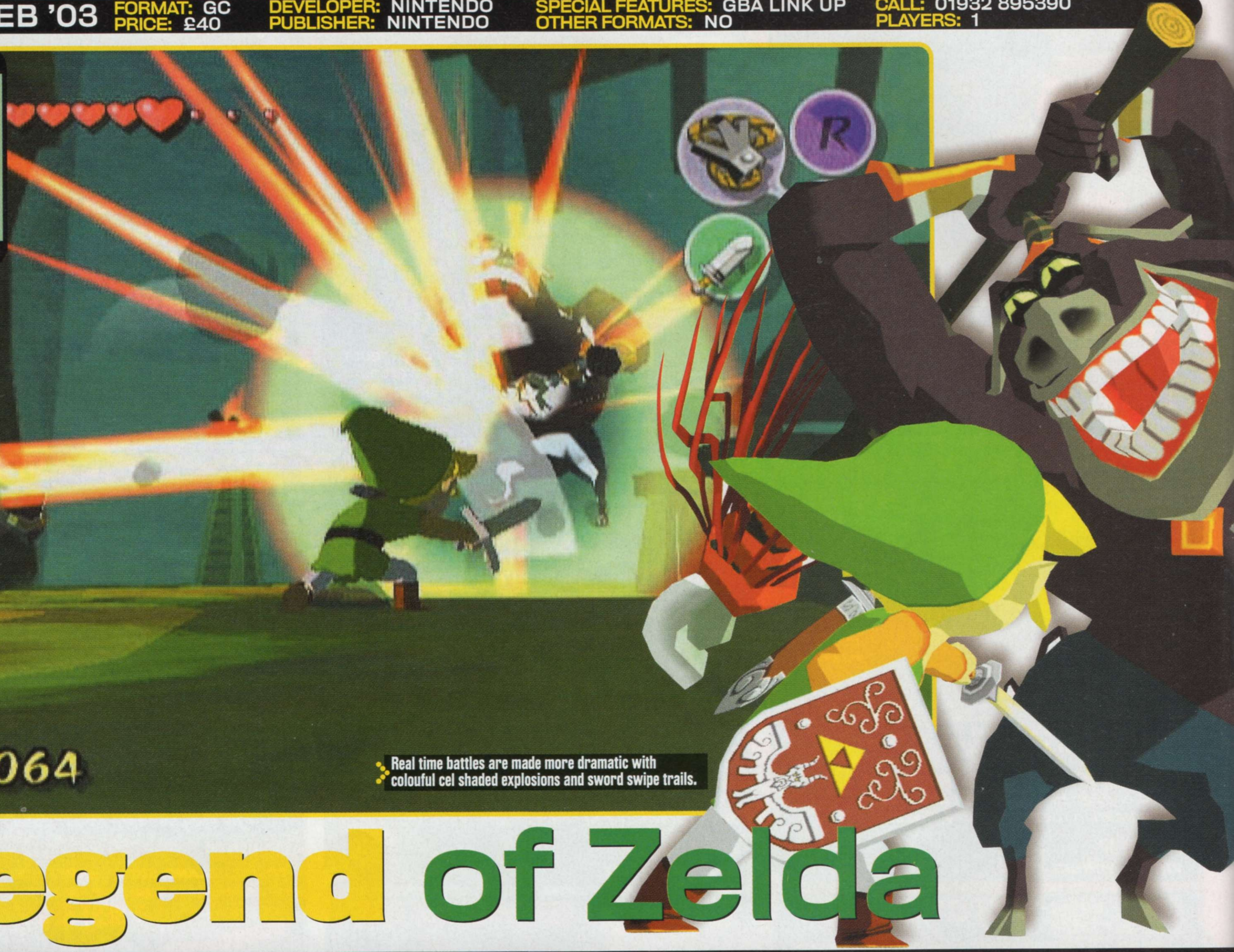
A tie between Dave Mirra XXX and Dead Or Alive Xtreme Beach Volleyball. Brave but the whole nearly-naked girl thing will never catch on

Now turn over to get hands-on impressions on all the winners PLUS the rest of GM's most wanted games from E3.

OUT: FEB '03 **FORMAT:** GC **PRICE:** £40 **DEVELOPER:** NINTENDO **PUBLISHER:** NINTENDO **SPECIAL FEATURES:** GBA LINK UP **OTHER FORMATS:** NO **CALL:** 01932 895390 **PLAYERS:** 1

PREVIEWER

Richard Melville



Real time battles are made more dramatic with colouful cel shaded explosions and sword swipe trails.

Legend of Zelda

PDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS!

Link takes us **back in time** to a cel shaded world outside of **Hyrule**, when he was just **a little boy...**

After the hype and frantic pad grabbing on Nintendo's E3 stand, it was clear that Ninty's self proclaimed 'gaming giants' were led by Link and Mario, setting the dazzling spotlight on the controversial new kiddy version of Link.

The first playable stage of *Legend of Zelda* - Island of Beginning - is a grassy village forest which appears to be just like Hyrule, but no mention of the familiar land is let slip. Instead, the forest introduces the 12 year-old Link to bug-eyed villagers and acts as a gentle training level. Link is presented with his first dinky sword and gets taught to fight like a dervish before he gets into real and grubby dungeon combat.

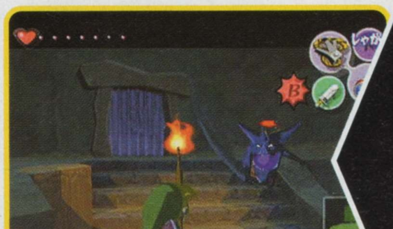
TRUSTY SWORD

New mini-games reveal an arcade edge when exploring the island. During one game, Link has to chase a renegade pig and another allows Link to set sail and snag a few extra rupees. Pots can be smashed to reveal items, grass can be cut down and villagers have more to say than before. New weapons include spears and axes that can be stolen from enemies but will eventually crumble in comparison to Link's trusty sword. Inside the new dungeons, the *Ocarina of Time* feel continues but is wrapped up in a cartoon world even greater than *Luigi's Mansion*. Water and fire effects are so slick, even the most hardcocre fans will be amazed. New stealthy dungeons allow you hide in the shadows and use a flame torch to spread light. It may still be a way off, but *Legend of Zelda* is looking even better than we dreamt.

> "...water and fire effects are **so slick** even the most **hardcore fans** will be amazed..."

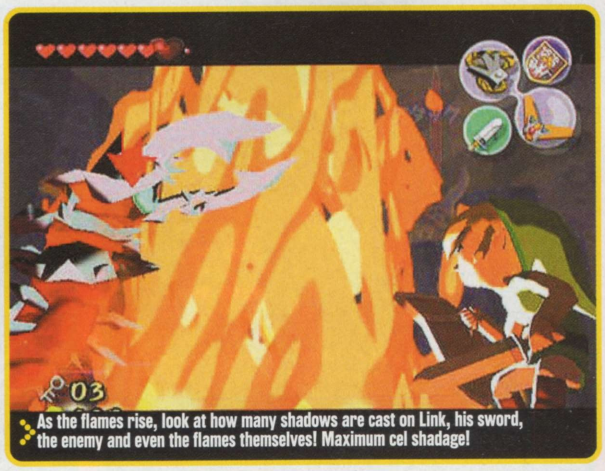
Softography
These guys have also made...

Lylat Wars	88%
Zelda: Majora's Mask	96%
Super Mario Advance	89%
F-Zero: GBA	91%
Zelda: Oracles	96%
Luigi's Mansion	90%



He's The Firestarter! Not all that twisted though...

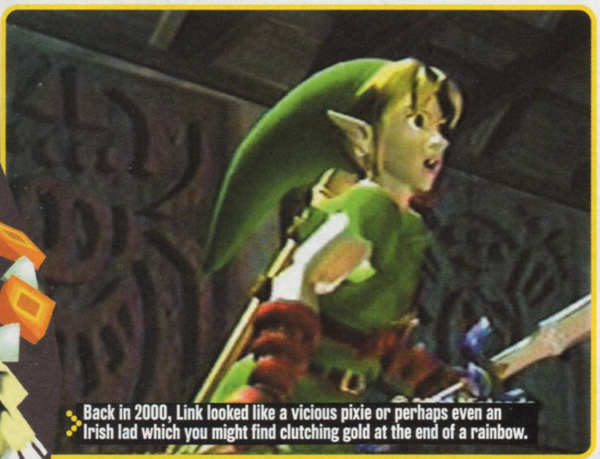
The brilliant dancing flame effects in *Legend of Zelda* can be seen when Link uses a torch to illuminate his path or set light to candle-style structures. Take a gander at the new sliding heart meter and rotating on screen map. Every action or item can be easily used thanks to the *Ocarina of Time* button display at the top right so fans will feel at home when beginning their new quest. The first island gives you advice on what buttons to use when entering village conversations or full on combat.



As the flames rise, look at how many shadows are cast on Link, his sword, the enemy and even the flames themselves! Maximum cel shadage!

Face The Changes

When the GC was announced a couple of years back, Shigsy and his team showed an early 3D demo of what *Zelda* would look like in realistic 3D. Since then, Shigsy's opted for a cel shaded Link for *Zelda*, but the original Link will live again. The slightly older looking Link is set to return in the GC version of *Soul Calibur II* as a hidden character with Namco getting closer with Ninty. Namco will use Nintendo's Triforce arcade board to port future arcade hits to GC.

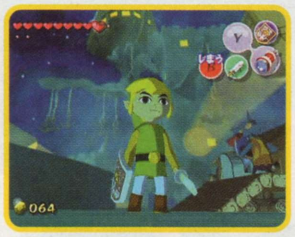


Back in 2000, Link looked like a vicious pixie or perhaps even an Irish lad which you might find clutching gold at the end of a rainbow.

▲ In the early version of Zelda, the in game camera wasn't fixed to one spot.

Soul Calibur 2 is Namco's latest attempt to beat the might of Sega's VF4.

▲ The early screens made *Zelda* look like a beat-'em-up rather than a Ninty RPG.



▲ The revolutionary cel shaded Link as he appears today with bouncing eyebrows and wide eyed stare.

▲ Is this how Link will appear in the GC version of Soul Calibur 2? It's certainly likely, but not on the PS2 or at the arcade.

Eyes Right

As Link encounters danger, experiences sadness or sets his arse on fire, it's hilarious to watch the results. Link's eyes almost pop out of his head (in fact, they actually do!) when he falls into lava while when crawling along tunnels shows us his puppy dog eyes. No other videogame character can convey so much expression with just his face. Shigsy's cartoon comedy is purely down to the brilliant cel shading.

▲ Aieeee! My arse is on fire! I can see my house from here! Argh!

▲ Sneaking along tunnels makes Link look like the cutest thing we've seen since Britney wore bunny ears.

Legend of Zelda: GameBoy Advance

Pipping its **GC big brother**, Link finally brings the **world of Hyrule to GBA...**

Famed as the ultimate SNES game alongside *Super Mario World*, *Legend of Zelda: Link to The Past* is the latest Ninty great marked for conversion to GBA.

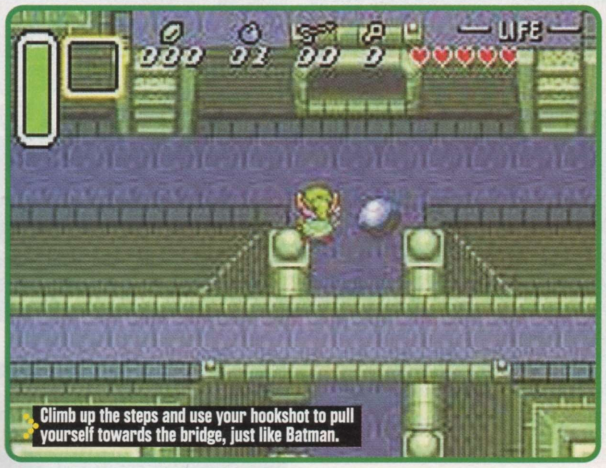
Set in the pastel coloured forests and atmospheric dungeons of Hyrule, Link traverses a double sided world of light and darkness in a bid to save Princess Zelda.

COMPLEX

The top down view point adds to the cute cartoon style of the series and allows for massive maps, complex puzzles and dungeons with multiple floors. Link can carry up to 30 objects during his quest and has to chat with fortune tellers, villagers and helpful elders. Weapons include a sword, bow and arrow and trusty hook shot which are all vital for solving the most complex yet brilliant RPG puzzles ever. After *Super Mario Advance 2*, this is the next must have GBA game. Start saving those Rupees now...

Dungeon Life

Dungeons are split in to single rooms and scrolling corridors. The top down view displays hidden areas and bridges, giving you few clues about how to get to them.



Climb up the steps and use your hookshot to pull yourself towards the bridge, just like Batman.

▲ Guards stop Link exploring the vast world of Hyrule. Completing dungeons unlocks new areas and beats the guards.

▲ As you leave your starting point, you learn how to pick up objects, dig and approach villagers.

Links Link Up!

Get four mates around and play a completely original *Four Swords* mini-quest game. All the little Links have different coloured costumes too. Bless.

▲ When rupees appear, it's a four player scramble to collect them all.

▲ Stranded on a moving platform, avoid the purple balls of death.

▲ When all four encounter a gaping hole, you have to team up to cross.

First Impressions

It's a brand new world of discovery

Scuttling to Nintendo's massive E3 stand, GM revelled in a feeling identical to the first time we laid eyes on *Luigi's Mansion*. The cartoon visuals, easy to pick up gameplay and new islands sent our expectation level soaring. *Legend of Zelda* may not be the visual benchmark for GC that *Super Mario Sunshine* and *Metroid Prime* are set to be but Shigsy is on course to create a massively absorbing and original quest.

The brightly coloured playful Island of Beginning lets you gawp at your surroundings and relax while you learn the basics. Zelda is likely to be the first cel shaded game you'll play and it will take a while to understand Ninty's new bizarre universe. Enemies have more character, Link runs in a animated blur and items need to be identified in the colourful blitz of the new island. Even if you've played Ocarina of Time, you'll still appreciate just how brilliant Shigsy's game design is. Once inside the dungeons, the cel shaded look really pays off, creating looming shadows and some evil looking enemies with drooping bellies and fierce teeth. You'll feel like you've stepped into another world when you step into the dungeons...

GOOD COP BAD COP

Dreamy Disney style visuals and tried and tested dungeons set on new islands.

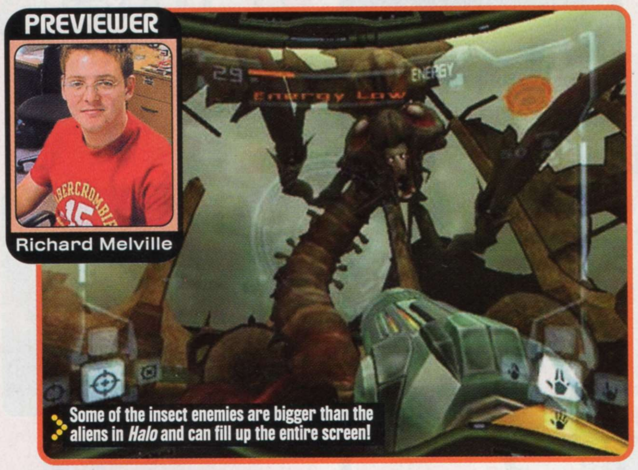
The cel shaded style could make puzzles hard to understand and items hard to spot.

WHERE IT'S AT

Shigsy is still hard at work, aiming to let us have the final game in February 2003.

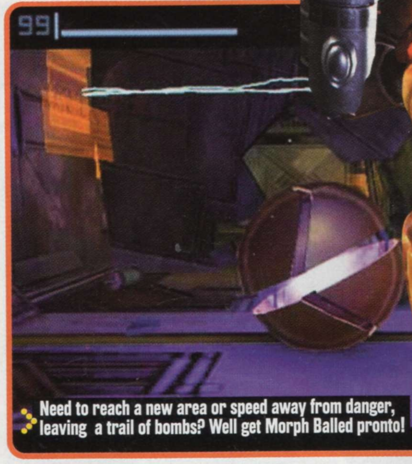
OUT: DEC **FORMAT:** GC **PRICE:** £40 **DEVELOPER:** RETRO **PUBLISHER:** NINTENDO **SPECIAL FEATURES:** NONE **OTHER FORMATS:** NONE **CALL:** 01932 895 390 **PLAYERS:** 1

PREVIEWER



Richard Melville

Some of the insect enemies are bigger than the aliens in *Halo* and can fill up the entire screen!



Need to reach a new area or speed away from danger, leaving a trail of bombs? Well get Morph Balled pronto!

Metroid Prime

PDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST TS!

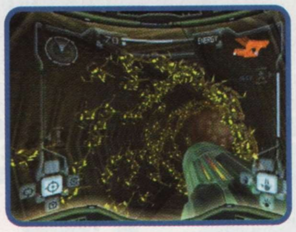
Nintendo's first Cube shooter is a violent genre bending rival to *Perfect Dark*...

What was once a huge 2D SNES space adventure has been dramatically reborn on GC as a gorgeous looking FPS. Starring space-suited heroine Samus, *Metroid Prime* absorbs the brilliant adventure elements of the SNES classic and builds a FPS unlike any other.

Hardcore Metroid fans were concerned about the switch to a FPS over a massive free-roaming *Zelda* style adventure but GM's hands-on blast has revealed some amazing secrets. Samus can change into a metallic beach ball at the press of a button. This transformation allows you to reach hidden areas, drop bombs and speed along half-pipe-style level linking sections. When in ball form, the screen pans back and forth as if you were playing *Tony Hawk's Pro Skater*.

PRIME CUTS

Nintendo are keen to keep a strong adventure element in *Metroid Prime*, adding new abilities via space suit upgrades. Your mission is to investigate a derelict space ship in pursuit of the evil Space Pirates. Set on Tallon IV, beefy weapons include pulse-cannons and freeze-beams which can be charged and unleashed against giant alien insects. All the action is viewed through Samus' helmet and four combat visors can be used to target hidden enemies and identify weaknesses by highlighting their vital stats. When blasting gets too close for comfort, enemy blood will splatter across your visor making this a far cry from fellow Nintendo sequels like *Mario Sunshine* and *Zelda*. *Metroid Prime*, like *Rogue Leader*, could set new visual standards for GC games and provide Rare with some serious competition for the next *Perfect Dark* update.



▲ Like the Alien films, enemies will jump off the walls when disturbed.

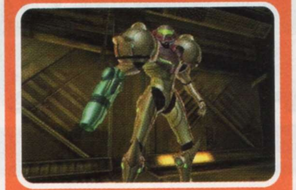
Softography

These guys have also made...

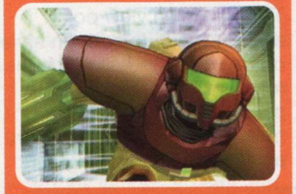
This is Retro Studio's first game!

Suited & Booted

Being a particularly fashion conscious space babe, Samus has four space suits at her disposal. GM have played the SNES version and reckon we can expect a speed suit as well as anti-gravity clobber.



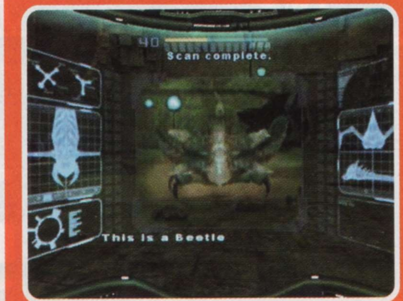
▲ One arm of Samus' suit is a laser cannon so she doesn't need a hand. Sorry.



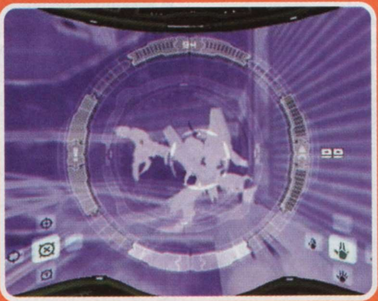
▲ Unlike previous versions you can clearly see Samus's face in the cut scenes.

Visor Visions

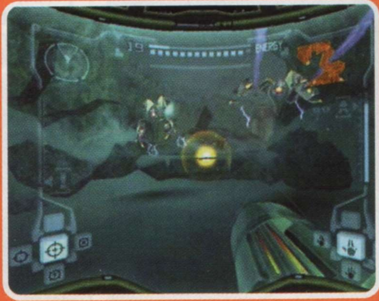
If you thought visors were limited to trendy summer head wear worn by So Solid or the slightly less fashionable version sported by jumper-clad American golfers, think again. We're talking space helmet visors here and Samus's mean selection let her gain vital enemy info and help her to spot scuttling alien critters in the dark. And that can only be a good thing. Once collected, visors can be switched as easily as weapons.



▲ After using the scanner visor, you'll be told the name and energy level of your rival.



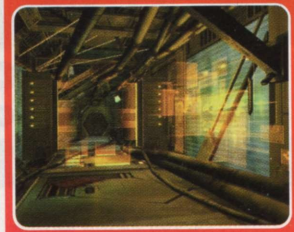
▲ A combat visor allows you to automatically lock on to enemies and whip out your freeze-beam instantly.



▲ The standard visor gives the screen a slightly curvy look and the icon lets you switch between visors.

First Impressions

A True Space Odyssey



Weaving between the *Mario* and *Zelda* booths at E3, GM was stunned to find *Metroid Prime* looking like the most beautiful GC game yet. *Halo*-style flare effects beam from each laser shot while Samus's detailed features are reflected even in her visor. The level of detail and original third person sections means that *Metroid Prime* manages to surpass everything we hoped for. GM thought only Rare could produce a GC shooter of this quality but Retro Studios could prove us wrong.

GOOD COP > BAD COP

☺ Jaw dropping graphics, huge aliens and gameplay to scare the hell out of *Halo*. If you like *Alien* films, this is your game.

☹ Hardcore fans might regret the switch to FPS after seeing the free-roaming world of *Super Mario Sunshine*.

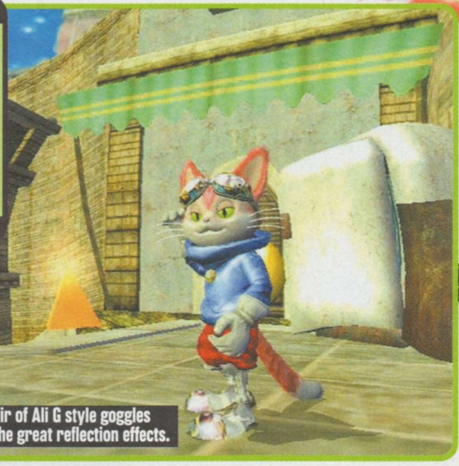
WHERE IT'S AT

Metroid Prime will be released in December, so add it to your Chrimbo wish-list pronto.

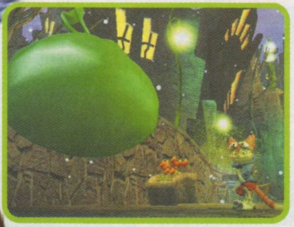
OUT: OCTOBER **FORMAT:** XBOX **PRICE:** £45 **DEVELOPER:** ARTOON **PUBLISHER:** MICROSOFT **SPECIAL FEATURES:** NONE **OTHER FORMATS:** NONE **CALL:** 0870 601 0100 **PLAYERS:** 1-4

PREVIEWER

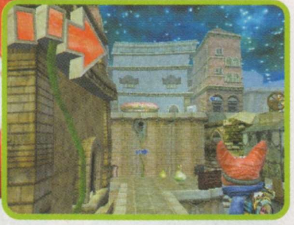
Richard Melville



Blinx wears a pair of Ali G style goggles which show off the great reflection effects.



When Blinx starts to suck, particles from all over the screen zoom towards his nifty TS1000.



Each level has a set of puzzle challenges rather than pixel perfect jumping. The arrows are guiding Blinx towards that hoop...

Blinx: The Timesweeper

UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE!

Grab crystals, **save the princess** and **twist time...**

Even Shigsy would be chuffed with the genuinely new time shifting idea at the heart of *Blinx*. Created by ex-Sonic Team mastermind Yoji Ishii, it was the cleverest platformer on the block at E3 and looks set to create a whole new style of cute platform hero.

Blinx is a time-sweeping pussy who works at a factory that makes time. When time crystals are lost, he sucks up all the lost ones Luigi-style - except he owns a super-sucking TS1000 rather than your mum's hoover. His easy life dissolves when thugs steal the crystals - twisting time and allowing the fiends to kidnap the princess. The plot might sound familiar but hands-on, *Blinx* is the most complex platformer ever.

VAX APPEAL

You can record levels and replay them to find secrets, but the time-altering functions rely totally on the Xbox hard drive, meaning you won't see this kind of action on PS2 or GC. GM played a level which requires *Blinx* to rewind time to mend a broken bridge to reach some hidden crystals and we must say it was pretty darned spectacular.

This is the first 4D platformer. Moving through time's as important as going up, down, left and right. We can't wait to see if they can make it work over 40 levels.

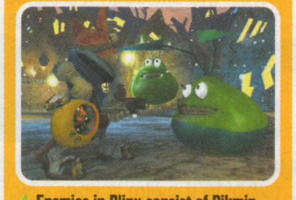
Softography

These guys have also made...

Ghost Vibration........................TBA
Ghost Trap..................................TBA
Pinobee Quest of Heart.........TBA

Blinx Sucks

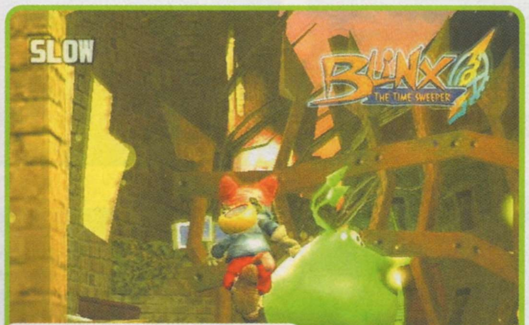
The TS1000 is the standard sucker used by Blinx. It can be upgraded to a TS2000, TS3000 or TS Fire. Just like Luigi's mansion, the TS1000 develops new functions as the game progresses and can increase its sucking power, and reverse to blow away any enemies.



Enemies in Blinx consist of Pikmin style brightly coloured blobs.

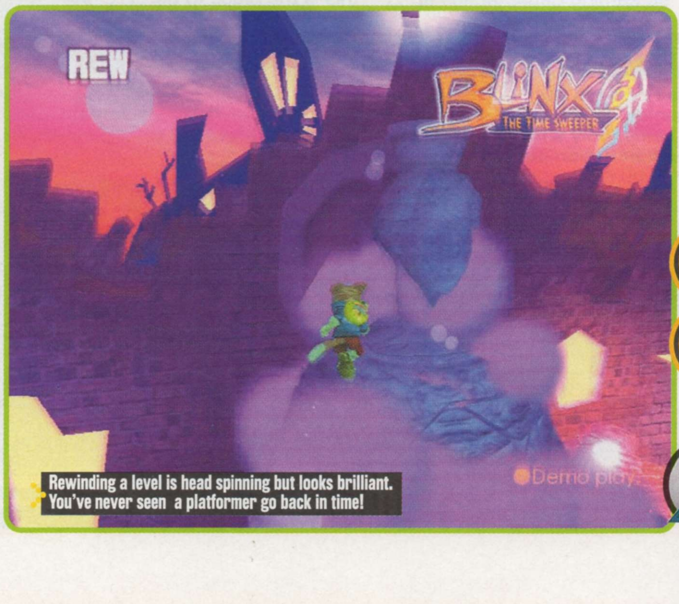
Let's Twist Again!

Slowing, pausing or rewinding time allows you to look for hidden cash, crystals and bonus items. Rebuilding broken bridges and playing alongside yourself like Micheal J Fox in Back to The Future is positively mind bending. GM even witnessed Blinx create a AI powered version of himself from his TS1000 in order to to complete a puzzle-based challenge!



When slow motion is used, enemies such as this green space hopper move at half their usual speed.

Capturing enemies and time crystals is an absolute doddle in slow motion.



Rewinding a level is head spinning but looks brilliant. You've never seen a platformer go back in time!

First Impressions

Back to The Future

There's no getting away from the fact that the time twisting antics of *Blinx* are the greatest thing to happen to Xbox since Oddworld made their games X-clusive. Collecting crystals to earn the Fast Forward, Rewind, Slow Motion and Pause functions you'll need to solve the timely puzzles is, quite simply, dead clever. We're not so sure about the constant sucking and blowing of objects to see off enemies, though. *Blinx* is easily one of the most exciting new game characters this year. We'll have much more next issue.

GOOD COP BAD COP

☺ Neat time-travelling elements and the best X-graphics yet. The first Japanese character to enter the black box.

☹ Artoon have stolen Luigi's vacuum cleaner and flame thrower for their new cat. Why can't he have his own?

WHERE IT'S AT

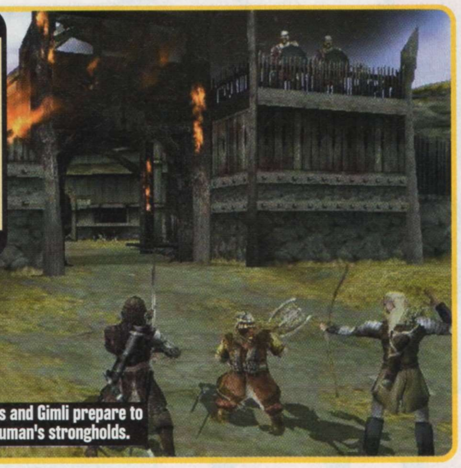
Blinx is 70% complete and will be released in October.

OUT: NOV

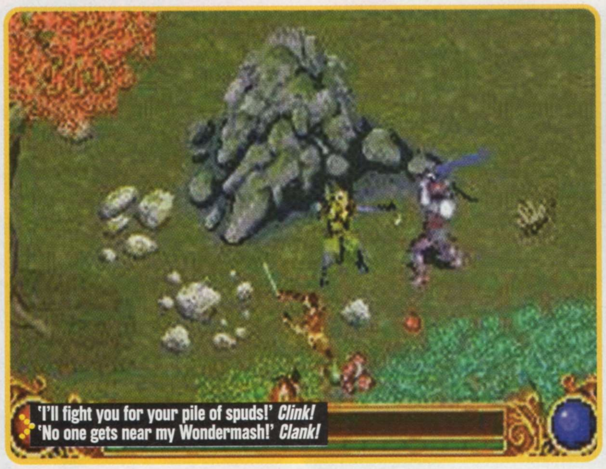
FORMAT: PS2
PRICE: £40
DEVELOPER: STORMFRONT
PUBLISHER: EA
SPECIAL FEATURES: NONE
OTHER FORMATS: GBA
CALL: 01932 450 000
PLAYERS: 1

PREVIEWER

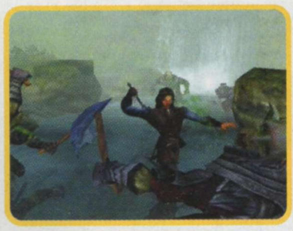
Tom East



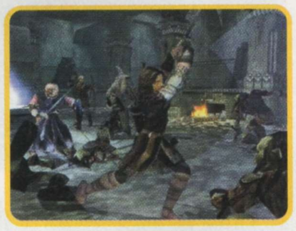
Aragorn, Legolas and Gimli prepare to enter one of Saruman's strongholds.



'I'll fight you for your pile of spuds!' *Clink!*
'No one gets near my Wondermash!' *Clank!*



▲ It's like a better looking version of Dynasty Warriors with tons and tons of trolls attacking at once.



▲ You can't play as Gandalf, but the old wizard will help you out in the Fellowship of the Ring levels.

Lord Of The Rings
The Two Towers

UPDATE! ◆ LATEST SHOTS! ◆ UPDATE! ◆ LATEST SHOTS! ◆ UPDATE! ◆ LATEST SHOTS! ◆ UPDATE! ◆ LATEST SHOTS! ◆ UPDATE! ◆ LATEST SHOT

Forget Frodo – you **won't** be playing as any hairy Hobbits in this **action packed slasher!**

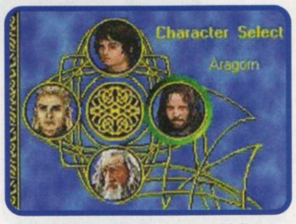
One ring to rule them all...One hulking great sword to slash the crap out of Saruman's barmy army. You won't hear much mystical mumbo jumbo in EA's *The Two Towers*. Instead pick up a weapon and hack down legions of ugly trolls.

Unlike Vivendi's *Lord of the Rings* game-of-the-book, you won't get to fiddle with your ring as Frodo isn't a playable character. So instead of picking your hairy toes and hanging around with your Hobbit mates, you'll play as the hard boys of the fellowship - Aragorn, Legolas and Gimli - and get involved in some massive scraps over 16 action-packed levels. It's a good job too cos the best bits from the first film were the huge battles and you'll be playing in some of them right here. And although it's called The Two Towers, a third of the action is taken from the first *Lord of the Rings* movie.

SCREAMING

And the best thing about EA nabbing the film licence? Not only will you see the best battle scenes from the new film before it has even come out, but you'll also be playing in them. The game is released two weeks before the film, so you could find yourself screaming battle tactics at the Fellowship when you're munching on your popcorn. "Boot him off that wall, slash, use your finishing move." It's that authentic.

But the big question is should you buy this or Vivendi's Fellowship of the Ring? Having played just one level of The Two Towers, it's impossible to say, but EA's scrapper is looking good so if you want some full-on battle action from the movies, this is the place to be.



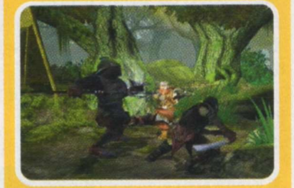
▲ Grab a link cable for some multiplayer action from Middle Earth.

Softography
These guys have also made...

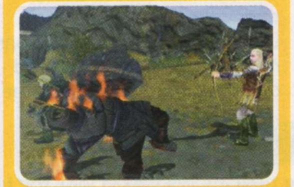
Bloodwake:	69%
Hot Wheels Turbo Racing:	45%
Tiger Woods 2001:	66%
Legend of Alan D'Ar:	NA

On The Move

There are hundreds of moves, but they're simple to pick up which is a good thing as you won't have much time to learn complicated combos when facing a swarm of Saruman's ugly scrappers.



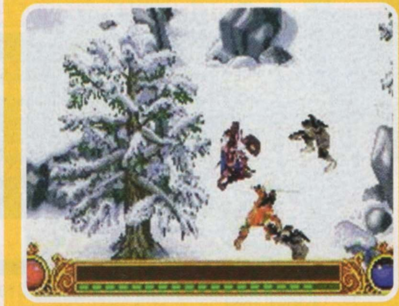
▲ You can only play as one character at a time, but your mates will help you out.



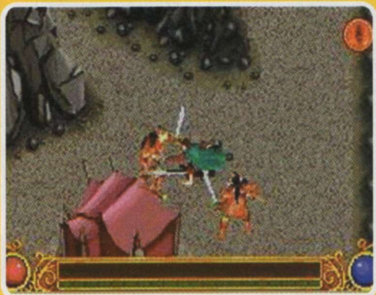
▲ That mighty Elf, Legolas shoots down an Orc with his arrows.

The Two Towers: Living large on GBA

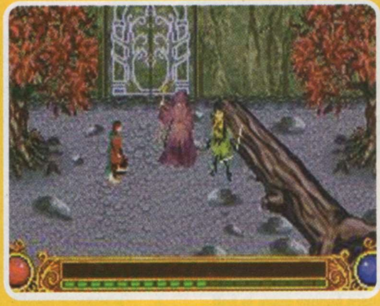
If you want to play as the little Hobbit in the Two Towers you'll have to get yourself the GBA version, which has you taking control of Aragorn, Legolas, Frodo and Gandalf the Wizard. EA haven't released many details, but it looks like a top-down version of the PS2 game, only with four characters and a multi-player link-up mode. That's a relief for all you fans of big-eyed, hairy toed Hobbit action out there then.



▲ Unlike in the PS2 version, you won't be attacked by swarms of Saruman's army.



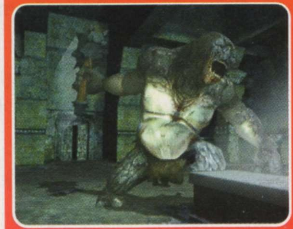
▲ It's early days, but The Two Towers doesn't look as good as Vivendi's GBA RPG, The Fellowship of the Ring.



▲ Frodo waits as Gandalf summons all of his magical powers to open the door.

First Impressions

Big Old Punch Up With Orcs. Smart!



You can't chat to your mates at The Shire in EA's game, so we're heading up to the Walls of Helm Deep (the only playable level at E3) for a huge fight.

After a clip of a battle scene from the new film, the action seamlessly moves into a huge in-game scrap. And you'll be in the middle of it. As Aragorn. Playing in The Two Towers. It almost feels as though you're actually there in the musty-smelling flesh as hundreds of Orcs pile on to the screen, shaking their spears and baying for blood.

GOOD COP ▸ BAD COP

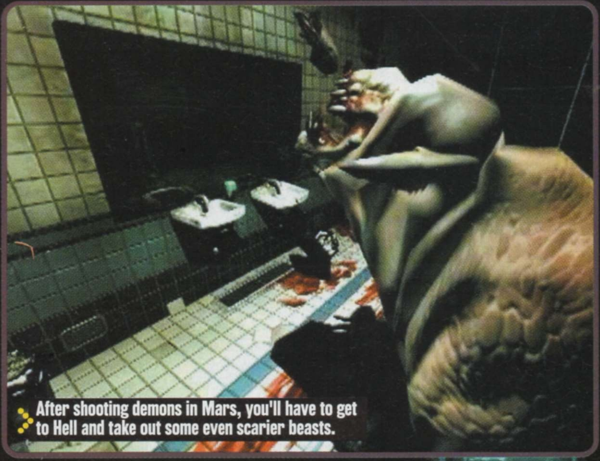
With the epic soundtrack booming from the speakers, you'll really feel like you're in one of the film's battle scenes.

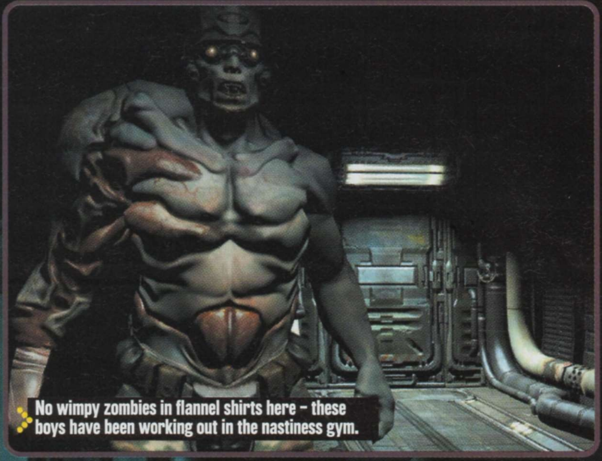
The non-stop slashing could get a bit tedious after a while. Let's hope there are plenty of moves.

WHERE IT'S AT

The Two Towers will be released on 5 November, two weeks before the film hits the big screen.

OUT: TBC
FORMAT: PC
PRICE: TBC
DEVELOPER: ID
PUBLISHER: ACTIVISION
SPECIAL FEATURES: NONE
OTHER FORMATS: TBC
CALL: 01753 756 100
PLAYERS: 1-8


After shooting demons in Mars, you'll have to get to Hell and take out some even scarier beasts.


No wimpy zombies in flannel shirts here – these boys have been working out in the nastiness gym.

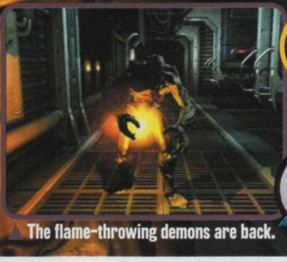
Doom 3

Load your gun, **fill your pants** and get ready to **blast** some **zombie butt...**

REVIEWER: Richard Melville

This could be the most terrifying game ever. Yep, more pant-wettingly scary than when Nemesis crashes through the window in *Resi Evil*, more sweat inducing than facing the pyramid head boss in *Silent Hill 2*.

It's 2145 and there are rotting zombies on the prowl - but here they're right in your face, smacking your head in, giving you double-vision and rattling your skull. But don't expect to see swarms of bad guys stumbling around. See, *Doom 3* isn't a full-on-in-your-face *Quake* style shooter. Instead you'll plod around keeping your ears peeled for the moaning demons who have taken over the UAC base. Throw in some eye-scrapingly gorgeous visuals and you can start forgetting all about *Half Life* or any other pretenders to the *Doom* crown.


▲ The flame-throwing demons are back.

First Impressions

Nine clinch wails

Trent Reznor's creepy soundtrack booms from the speakers, yet you can still hear a faint moaning sound over the top. But where are the rotten zombie gits? We only saw a five minute demo of Doom 3, but it gives you the same "What's around the next corner?" feeling you got the first time you played Resi. And just because it's slow, it doesn't mean you won't be on the edge of your seat. It may turn your stomach, but Doom 3 was the best looking game at E3.

GOOD COP BAD COP

☺ As soon as you see a mutant dog chew on a researchers face, you'll know that this is the scariest shooter ever made.

☹ There won't be a co-op mode. Id are concentrating on making the single player game as scary as poss.

WHERE IT'S AT

There is no release date confirmed as yet, but it's unlikely that you'll be playing Doom 3 before May 2003.

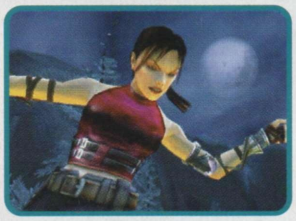
OUT: OCT
FORMAT: PS2
PRICE: £40
DEVELOPER: SONY CAMBRIDGE
PUBLISHER: SONY
SPECIAL FEATURES: NONE
OTHER FORMATS: NONE
CALL: 0207 859 5000
PLAYERS: 1

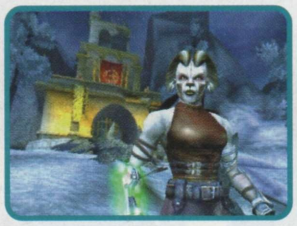
First Impressions

Wecome to the dark side

Playing *Primal* for the first time makes you wonder where the PS2 updates of *Soul Reaver* and *Shadow-Man* went wrong. Maybe it's the newness of it all, but they really seem to have made an effort with it. Filled with original player switching challenges and set in the kind of free roaming world that Lara totters around in, *Primal* could be the sleeper hit of 2002. From laser claws to blades and bare knuckle combat, the animation of each character is silky smooth and proves that the PS2 can offer a adventure more absorbing than anything yet to hit Sony's black box.

REVIEWER: Richard Melville



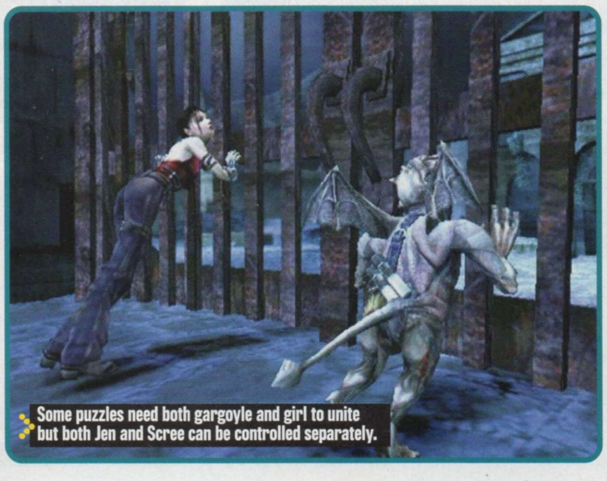


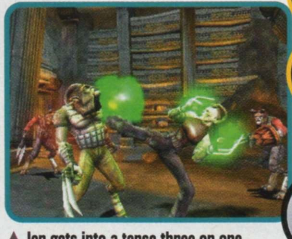
Primal

Sony unveil their **home grown heroine** trapped in a **gutsy gothic horror** fest...

You could be forgiven for thinking that *Primal*'s demon slaying babe looks like Lara Croft. Witness her mutated gargoyle mate Scree and her ability to transform into a dribbling demon hag and you'd change your mind. You'd rather snog Lara, we reckon.

Jen is sucked back in time to the 17th Century world of Solum in order to pummel demons along with the the help of playable gargoyle mate Scree. Certain puzzles need Jen to take a back seat while Scree works his midget magic. Watch Scree run up a narrow tower and drop a rope to Jen so she can reach the top. They can also use their combined strength to push open gates and shift large objects. The dark, rotten world of *Primal* sees Jen discover a super natural ability which allows her to become a fierce demon during bloody combat. With a good and evil plotline, truly disgusting enemies and a vast quest across four worlds, *Primal* is *Tomb Raider*'s biggest rival yet.


Some puzzles need both gargoyle and girl to unite but both Jen and Scree can be controlled separately.


▲ Jen gets into a tense three on one battle and activates her demon ability.

GOOD COP BAD COP

☺ Two playable characters and added demon abilities mean that combat and puzzles are never dull.

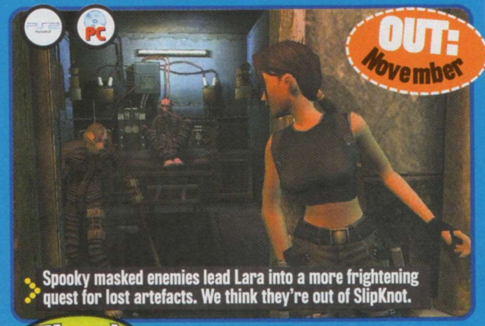
☹ Switch between two characters in the height of a battle and you could lose track of where each character is.

WHERE IT'S AT

Primal will be released on October, in time to give Lara a run for her money.

Tomb Raider: Angel Of Darkness

Lara returns, pinching moves from Solid Snake and perfecting her growing acrobatic skills. Set in standard *Tomb Raider* territory with added *Resi*-style horror and a branching plot line based on how you play.



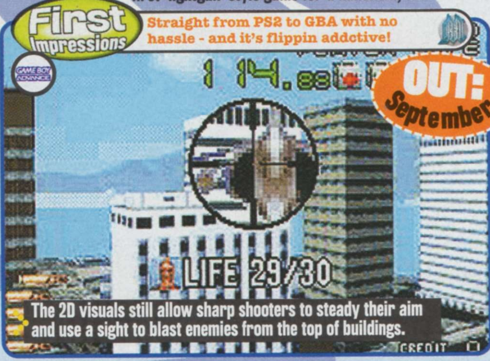
Spooky masked enemies lead Lara into a more frightening quest for lost artefacts. We think they're out of SlipKnot.

First Impressions Lara's world looks familiar and the stealth scenes have been done before.

Silent Scope

The original dedicated sniper sim works brilliantly on GBA. All the levels from the PS2 version are replicated, with zooming and scrolling actions giving the GBA a truly stealthy shooter. The two player link up will give fans a chance to compete against each other. *Silent Scope* marks the first 'lightgun' style game for a handheld, too.

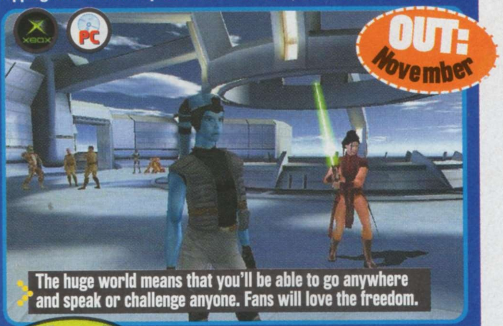
First Impressions Straight from PS2 to GBA with no hassle - and it's flippin addctive!



The 2D visuals still allow sharp shooters to steady their aim and use a sight to blast enemies from the top of buildings.

Star Wars: Knights Of The Old Republic

The most ambitous online Star Wars adventure yet which manages to bolt together an RPG with full-on light sabre battles and planet hopping. Should make up for the terrible *Obi-Wan* disaster on Xbox.



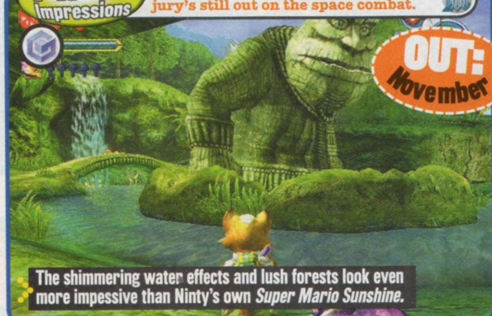
The huge world means that you'll be able to go anywhere and speak or challenge anyone. Fans will love the freedom.

First Impressions A great adventure concept which currently looks confusing and bland.

Star Fox Adventures

Rare have taken a solo Fox McCloud to Dinosaur Planet in order to beat the evil General Scales who rules the planet. Mixing familiar space combat with massive *Banjo Kazooie*-style adventure levels, Fox becomes a fully fledged Ninty hero, fighting with a magical staff and blasting his way through beautiful water-filled forest levels.

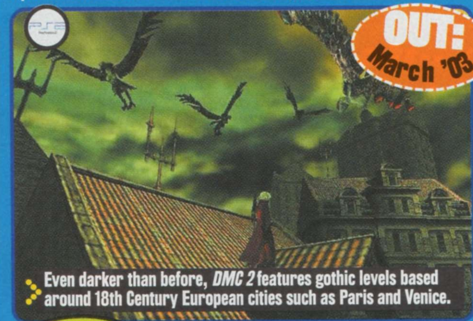
First Impressions Huge quest that fans will love but the jury's still out on the space combat.



The shimmering water effects and lush forests look even more impessive than Ninty's own *Super Mario Sunshine*.

Devil May Cry 2

Hot on the heels of the original, DMC 2 sees Dante increase his super natural powers and take delivery of completely new weapons. Capcom have also included a secret second playable character.



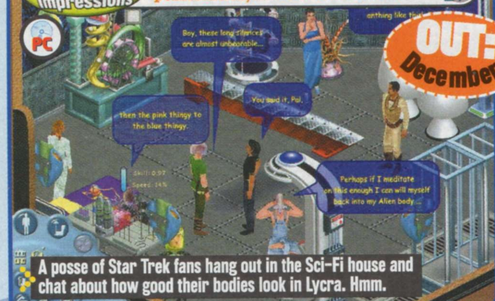
Even darker than before, *DMC 2* features gothic levels based around 18th Century European cities such as Paris and Venice.

First Impressions Dante and secret friend give the PS2 a much needed survival horror boost.

The Sims Online

Whatever you think of EA's little computer people, the prospect of the tiny folks becoming real online players is a dream come true for online gaming fans. Buy a house and play *Big Brother*, raise kids, start a business and play co-operative tasks for 'real' cash prizes from *The Sims* website. We can't wait to see a virtual marriage!

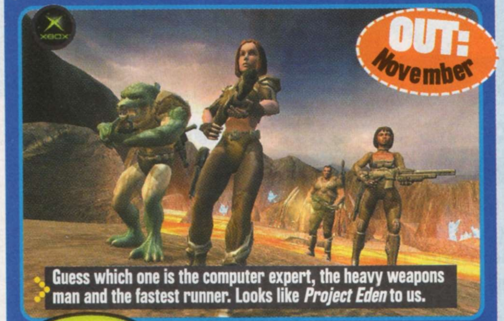
First Impressions Presents mind boggling virtual living possibilities, like a 3D chat room.


PC
OUT: December
Boy, these long silences are almost unbearable...
You said it, Pal.
then the pink thingy to the blue thingy.
Perhaps if I meditate on this enough I can will myself back into my Alien body...

A posse of Star Trek fans hang out in the Sci-Fi house and chat about how good their bodies look in Lycra. Hmm.

Brute Force

After the fantastic *Halo*, Microsoft have signed a similar third person game which sees a team of four marines fight for control of a planet. Using RPG style co-operative play, it's ideal for Xbox Live.



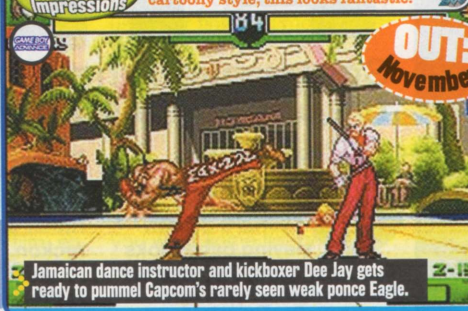
Guess which one is the computer expert, the heavy weapons man and the fastest runner. Looks like *Project Eden* to us.

First Impressions The lack of blasting and constant commands make gameplay a chore.

Street Fighter Alpha 3

If you thought the GBA was home to endless SNES conversions, think again. Capcom's newest fighter creates new characters especially for the handheld and brings a massive 36 fighters into the tournament. Gameplay modes include a full-on story mode, practice mode, survival and the all important link up team battle play.

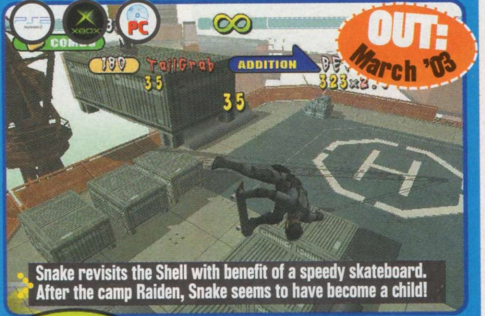
First Impressions Vast, playable and using *Alpha's* cartoony style, this looks fantastic.



Jamaican dance instructor and kickboxer Dee Jay gets ready to pummel Capcom's rarely seen weak ponce Eagle.

MGS 2 Substance

Fans finally get to play an updated MGS 2 with Solid Snake. Tantalising extras include new game modes, over 100 VR extreme training missions and completely new plot expanding levels. Who needs Raiden?



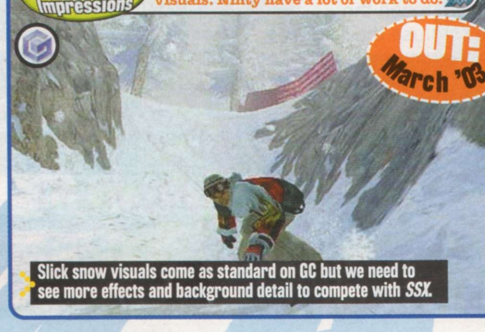
Snake revisits the Shell with benefit of a speedy skateboard. After the camp Raiden, Snake seems to have become a child!

First Impressions Exciting but not exactly a full sequel. Looks very impressive on Xbox.

1080: White Storm

Ninty have updated the N64 classic and plan to take on *SSX Tricky* with a stunt-filled boarder featuring extreme weather and avalanches. Game modes include training, match race and a trick attack mode where you compete against a rival boarder in a Tony Hawk's style show down. Judging by the N64 game, this could spank *SSX*.

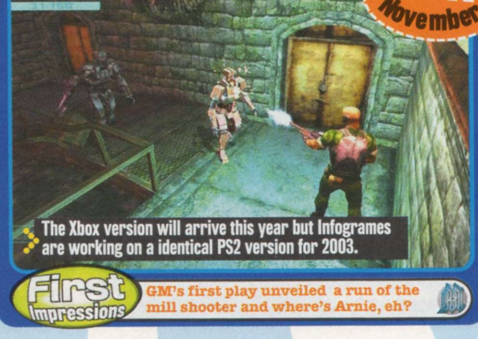
First Impressions An in depth boarder with basic visuals. Ninty have a lot of work to do.



Slick snow visuals come as standard on GC but we need to see more effects and background detail to compete with *SSX*.

Terminator: Dawn Of Fate

He's back! You control John Connor, Kyle Reese or special ops bod Catherine Luna and battle hordes of Skynet terminators in the post apocalyptic wasteland of the first film. Your mission? Save Ms Connor.



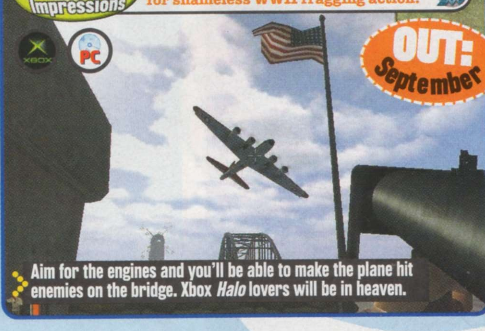
The Xbox version will arrive this year but Infogrames are working on a identical PS2 version for 2003.

First Impressions GM's first play unveiled a run of the mill shooter and where's Arnie, eh?

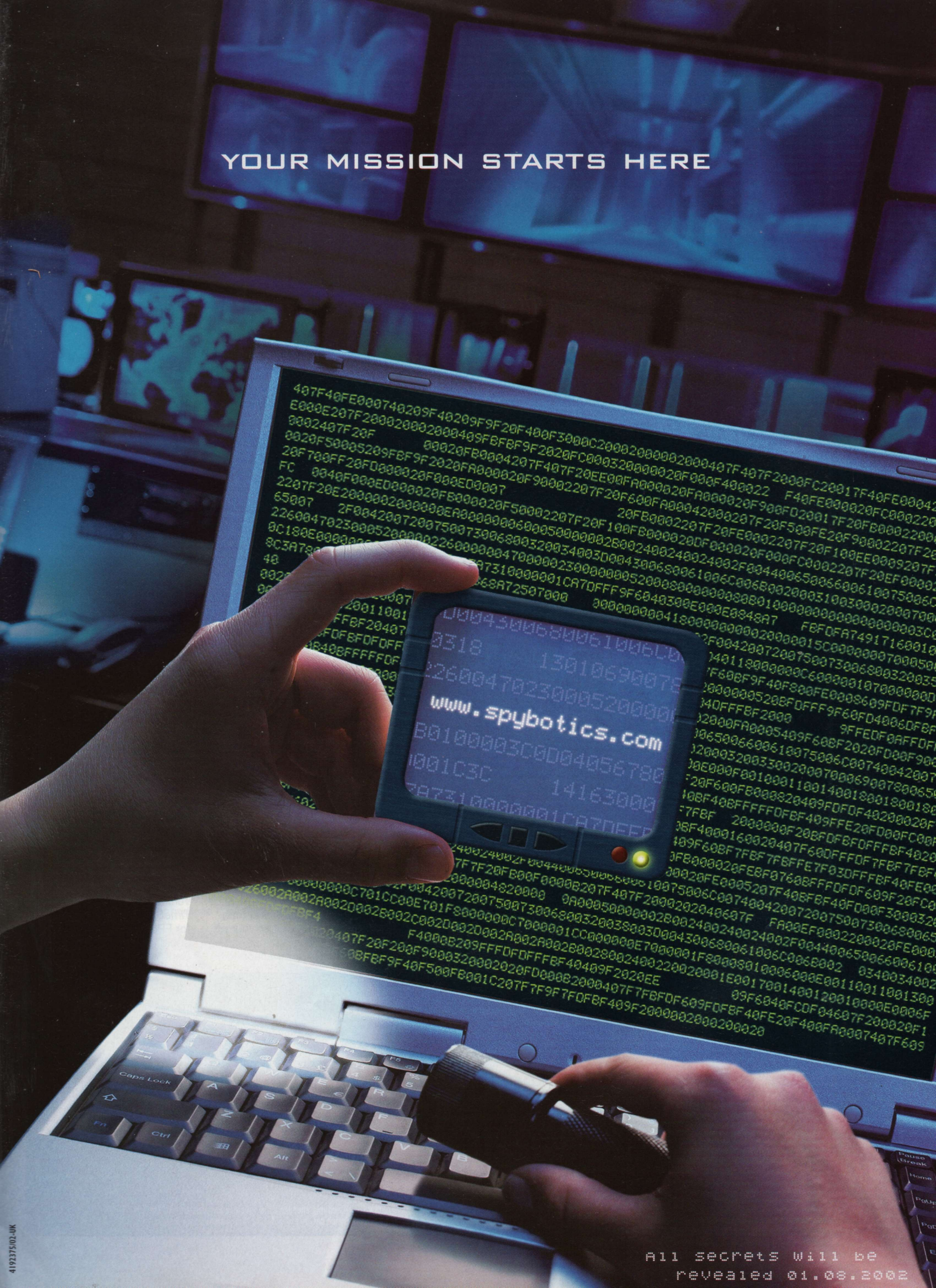
Battlefield 1942

After the Hollywood production levels of *MOH: Allied Assault*, EA are set to release a gritty 64 player online recreation of WWII. There are 35 vehicles from tanks to jeeps and 16 battlefields to explore or escape, depending on your mission. The single player mode has a random plot sequence and will be different each time you play.

First Impressions Slick and just as brutal as *MOH*. Built for shameless WWII fragging action.



Aim for the engines and you'll be able to make the plane hit enemies on the bridge. Xbox *Halo* lovers will be in heaven.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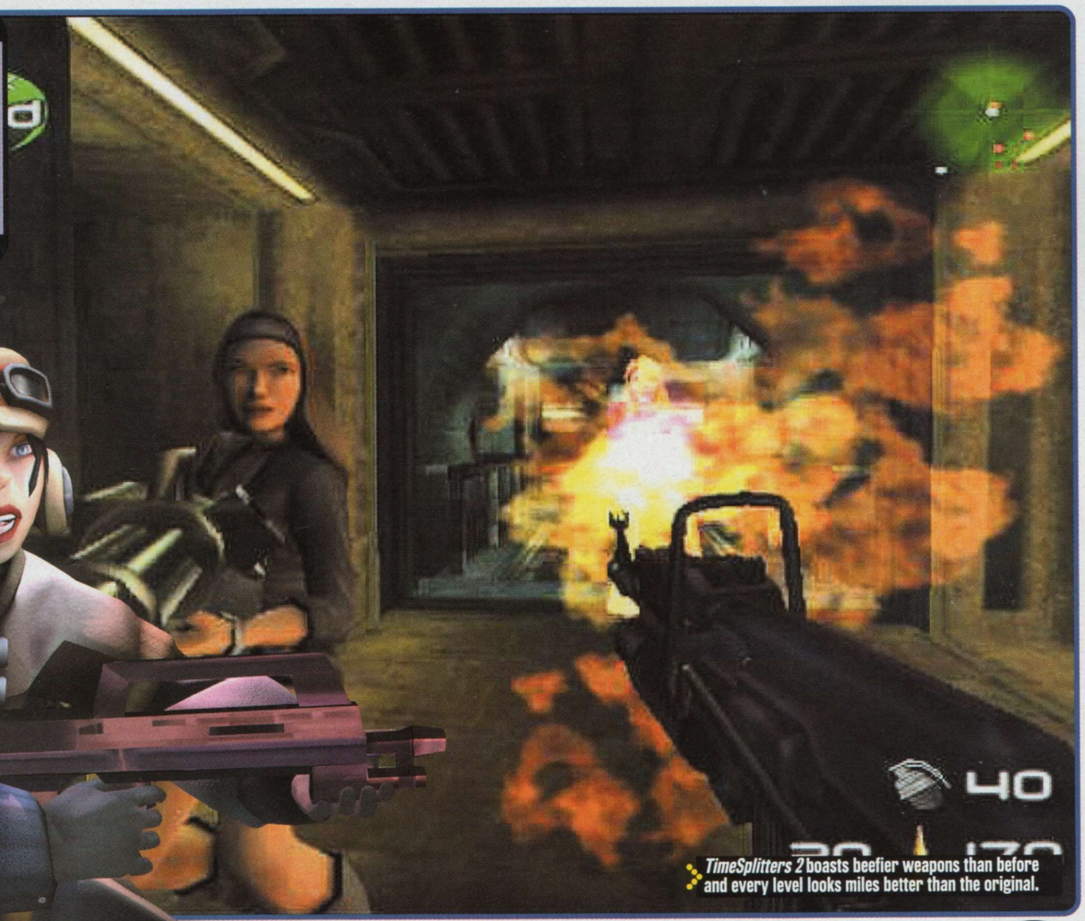
OUT: SEPT FORMAT: PS2 PRICE: £40 DEVELOPER: FREE RADICAL PUBLISHER: EIDOS SPECIAL FEATURES: ONLINE PLAY OTHER FORMATS: XBOX, GC CALL: 0208 636 3000 PLAYERS: 1-16

PREVIEWER

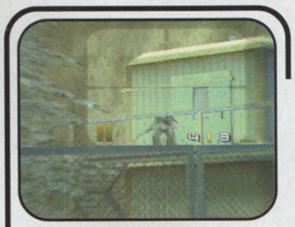
Richard Melville



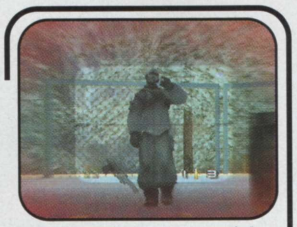
TimeSplitters 2 boasts beefier weapons than before and every level looks miles better than the original.

Sureshot

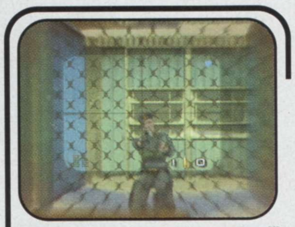
The first level of *TimeSplitters 2* lets you get to grips with a potent sniper rifle. Just like *GoldenEye*, you can blow the hat off a military guard.



Zoom in and blow the nose of evil *TimeSplitters* clean off.



Snot ridden bad guys are open to being shot in the nether regions.



Miss a sniper shot and the guards will set off an alarm and start firing at you.

TimeSplitters 2

LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDAT

The year's **biggest shooter sequel** is set to be a ***Quake* killing, *Halo* hammering** deathmatch frenzy...

***TimeSplitters* heralded the arrival of a truly original first person blaster on PS2, using the godlike talents of some of the N64 *GoldenEye* team.**

The time travelling plot and huge range of characters made it hard to spot any similarities between the two, but *TimeSplitters 2* is set to become the next gen big brother of *GoldenEye*. Free Radical have rather cheekily recreated the '*Eye*'s snowy Siberian level to welcome you to their time twisting world. There's twitching security cameras, a PPK-style pistol, an underground bunker and a Bond-alike musical score. You can even shoot the hats off guards, making them panic just a tad.

TWITCHING EYE

A race of shape-shifting *TimeSplitters* threatens to end all human life with the help of a time portal. Their numbers have grown and it's up to you to blast your way across nine time zones. From your Siberian starting point, it's off to the Wild West, Tokyo and France. As before, one minute you might be messing with the mafia in Paris and then blowing the body armour off vicious space marines.

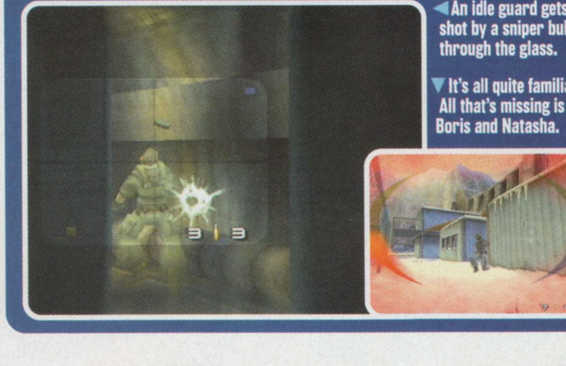
In direct competition to *Halo*, you and a mate can work together to beat the main game. Add a map creator and the smoothest looking visuals GM has seen in a PS2 shooter (all three versions look top, mind) and *TimeSplitters 2* is a contender for FPS of the year. If only we could jump forward in time to September...

Softography
These guys have also made...

Timesplitters 85%

I Spy GoldenEye!

The *GoldenEye* references in *TimeSplitters 2* are so obvious, you'll wonder why Rare aren't banging on the door of Free Radical waving legal letters.



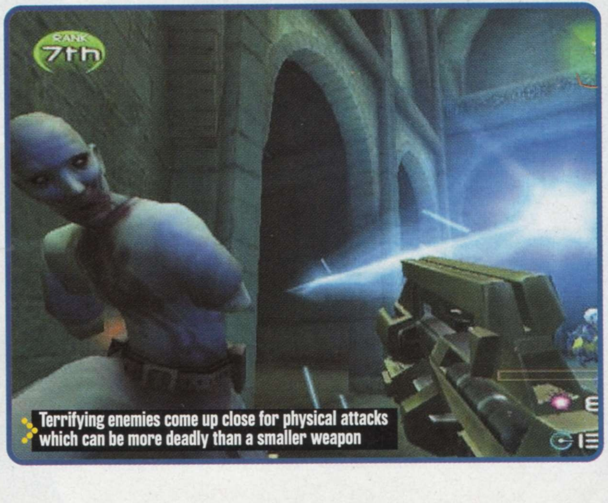
◀ An idle guard gets shot by a sniper bullet through the glass.

▼ It's all quite familiar. All that's missing is Boris and Natasha.

> "...one minute you might be **messing with the mafia** and then **blowing the armour** off **space marines**..."

Factpack
The stuff you need to know...

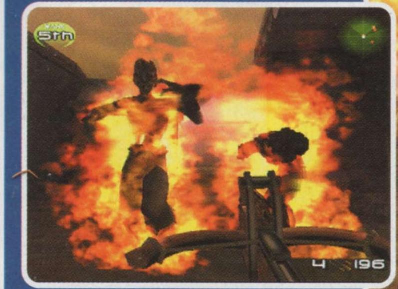
Levels:	13
Weapons:	20
Multiplayer Maps:	13
Characters:	40



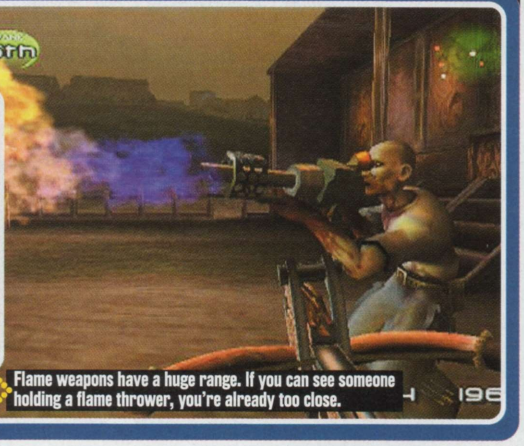
Terrifying enemies come up close for physical attacks which can be more deadly than a smaller weapon

Burnin' Backside!

Get hold of a flame thrower and just a quick blast will be enough to send enemies running away in terrible pain. How nasty...



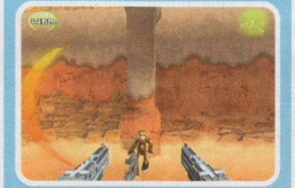
▲ Set fire to enemies and watch them shriek and run to a fountain in order to relieve their pain.



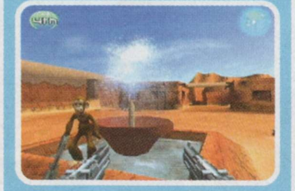
Flame weapons have a huge range. If you can see someone holding a flame thrower, you're already too close.

Go Monkey!

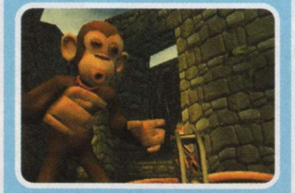
The 40-strong character line-up in *TimeSplitters 2* consists of Terminator style robots, space marines, zombies, busty Austin Powers-esque models and GM's personal fave, a renegade monkey! Blast his cheeky ass before he makes a complete mockery of you in the multiplayer mode, swaying about like a drunken tramp. For all animal lovers out there, GM would like to point out that he looks like a toy monkey rather than the real article, plucked from his family. No need to contact the RSPCA, then.



▲ The monkey looks almost too cute to kill until you spot a rather nasty mini gun lurking beneath his arms.



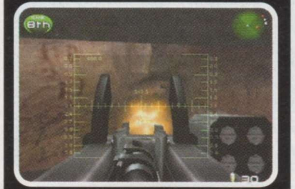
▲ Being a small chap, the troublesome monkey is best tackled at close range. His dancing walk makes him hard to nail, however



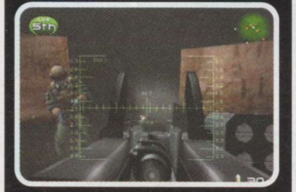
▲ Bizarrely, the monkey is based on a toy monkey rather than a living example of the species. Hence the fixed facial expression.

Big Bombs

When traditional firepower is no use, grab a floor mounted cannon or machine gun to inflict mass destruction on game environments and, of course, the cheeky *TimeSplitters*. Or indeed anything else that just happens to wander in front of your firey ended gun tool...



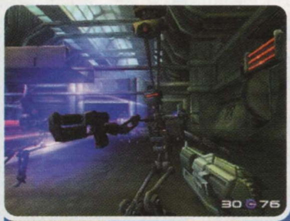
▲ Get behind a cannon and you can kill multiple enemies. But watch out...



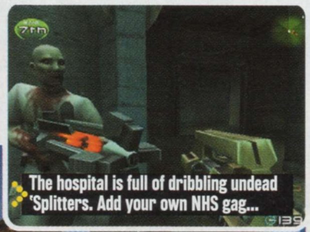
▲ Even if he has picked up body armour, he can't escape death at this range.

The Biggest Shoot Out!

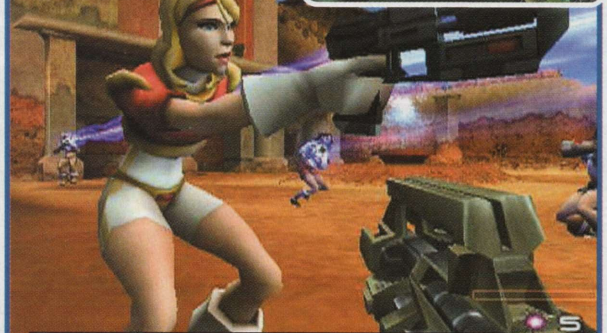
With 13 levels and 16 players, *TimeSplitters 2* offers the most comprehensive multiplayer mode of any PS2 FPS. Choose to blow bots away in a Mexican city, robot factory, hospital, nightclub and even a circus!



◀ The robot factory features assembly of *Terminator* style bots and dark corridors.



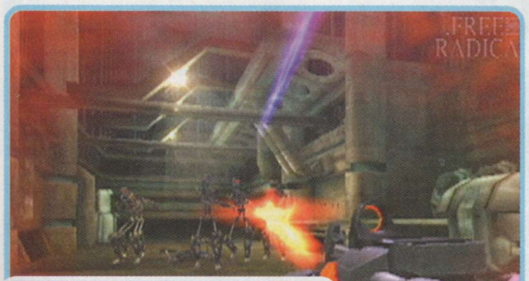
The hospital is full of dribbling undead 'Splitters. Add your own NHS gag...



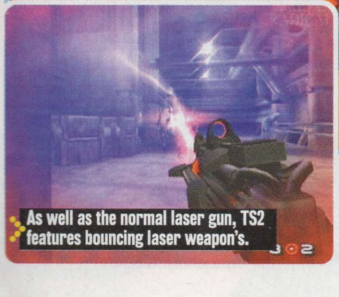
The open plan Mexican city allows for some good sniper action but enter the bottom of the level at your peril – it's a frenzied free for all!

Laser Gun Glory

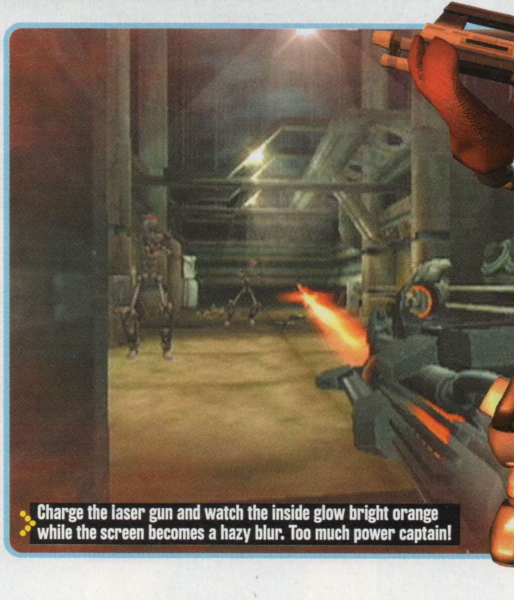
Gun loving fiends will be in heaven once they see the awesome laser gun. It can be charged, making your pad shake and blurring the screen as it prepares to unleash a stream of instant death.



▲ Once charged, the laser gun can easily kill two robots with a single, well-aimed shot. Burn one, get one free!



As well as the normal laser gun, TS2 features bouncing laser weapon's.



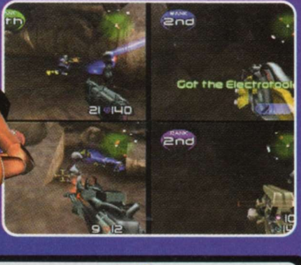
Charge the laser gun and watch the inside glow bright orange while the screen becomes a hazy blur. Too much power captain!

First Impressions

Back To The Future

Using the classic *GoldenEye* gameplay engine for a next gen FPS (First Person Shooter) is genius. *TimeSplitters* takes the best bits from Bond and adds online play, 16 player deathmatches and a well designed co op mode. The twisting time skipping mutant storyline means you can unlock and play over 40 characters and create hundreds of deathmatch maps. If you're sad that *Halo* isn't on PS2, *TimeSplitters 2* will make your day. FPS starved GC owners will finally have a frag fest worth talking about. *Turok* might offer satisfying dino hunting but the assortment of real world weapons and alien technology means that you won't find a more varied multiplayer mode on any console.

Familiar sniper rifles, pistols, lasers and machine guns are a joy to use and, like *Metal Gear*, you'll spend time debating how to kill each enemy. Hovering above the head of a slack security guard, debating whether to set him alight or snipe him is so brilliantly evil you'll smirk as you pull out your weapon of choice. *TimeSplitters 2* is as stealthy as it is action packed and is the spiritual successor to both *GoldenEye* AND *Perfect Dark*.



GOOD COP BAD COP

Plays just like *GoldenEye*, looks the business and has a massive Halo worrying deathmatch mode.

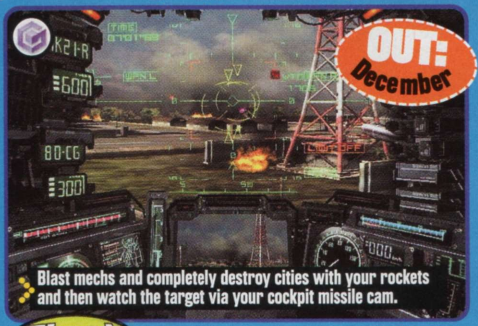
The wildy varying levels may confuse trigger happy FPS fans in need of a more simple and realistic plot.

WHERE IT'S AT

TimeSplitters 2 is 80% complete and due for a September release. Autumn can't come quick enough...

Steel Battalion

Yes, it's the biggest mech battle game we've ever seen. Jump in a huge robot suit and eradicate even bigger mechs. The internal first person view looks as frighteningly realistic as the huge controller!



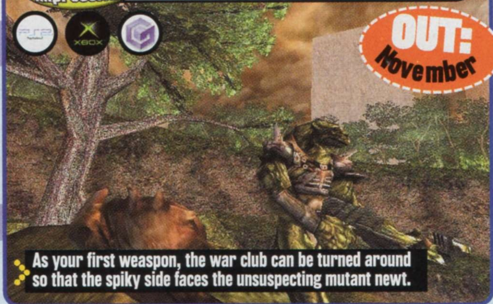
Blast mechs and completely destroy cities with your rockets and then watch the target via your cockpit missile cam.

First Impressions Capcom have spared nothing to create the most engrossing mech sim ever.

Turok: Evolution

Finally multi-format, Acclaim have made a next gen *Turok* which blends *Rogue Leader*-style dino flying sub missions with a violent FPS. Based around forest levels and industrial indoor factories, every brutal weapon from club to mini-gun has two functions to rid each level of jurassic threats. A top four-player mode is icing on the cake.

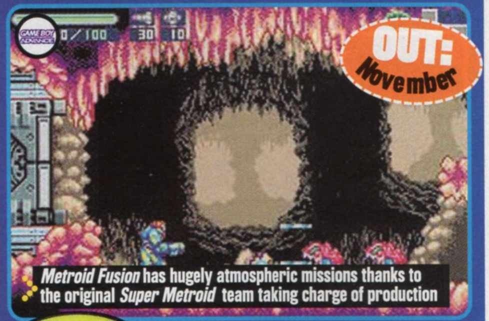
First Impressions The four flying levels work well and the FPS combat is hugely satisfying.



As your first weaspon, the war club can be turned around so that the spiky side faces the unsuspecting mutant newt.

Metroid Fusion

Samus returns to GBA as well as GC with a completely new adventure. Being a updated Ninty classic, *Metroid* has heaps to explore, screen shaking weapons and ultra cool heroine, the steel-suited Samus.



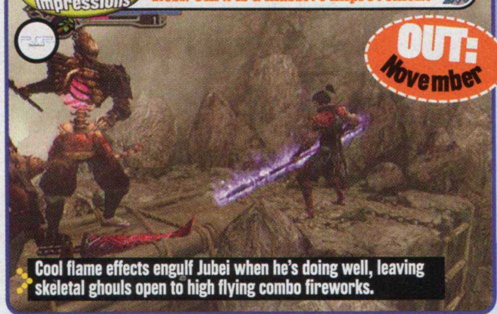
Metroid Fusion has hugely atmospheric missions thanks to the original *Super Metroid* team taking charge of production

First Impressions Establishes Samus as a GBA heavyweight to rival Mazza and Link

Onimusha 2

Beefed up to include extra AI characters and *Shenmue*-style trading scenes, the bloody oriental hack and slash adventure has improved dramatically. Featuring a combination of rendered backgrounds and massive real time enemies, Jubei has a hard quest ahead of him. Capcom have confirmed that they'll be a 60hz mode too.

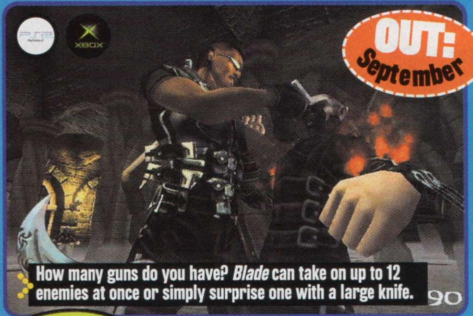
First Impressions The most epic adventure on PS2 after *Resi. Oni 2* is a massive improvement



Cool flame effects engulf Jubei when he's doing well, leaving skeletal ghouls open to high flying combo fireworks.

Blade 2

Wesley Snipes' best film gets the 3D adventure treatment and sees the armoured vamp kick and shoot his way through gothic dungeons in the hunt for evil blood suckers. *Buffy* need not apply.



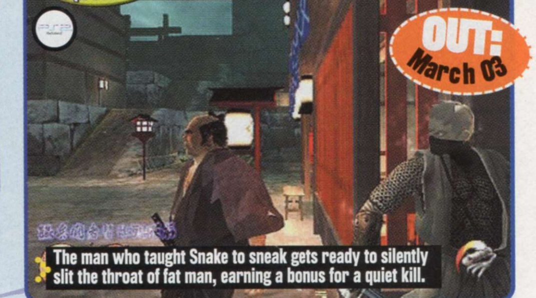
How many guns do you have? *Blade* can take on up to 12 enemies at once or simply surprise one with a large knife.

First Impressions Looks good but seems too much like a generic movie license. We'll see.

Tenchu 3

The original stealth-'em-up has switched developers and is actually set before the original. Three playable characters are set to appear and the levels look close to *Oni 2's* feudal Japan setting. More buildings and hook shot high jinks have been included as well as the ability to pick off enemies with a devious shuriken sniper view.

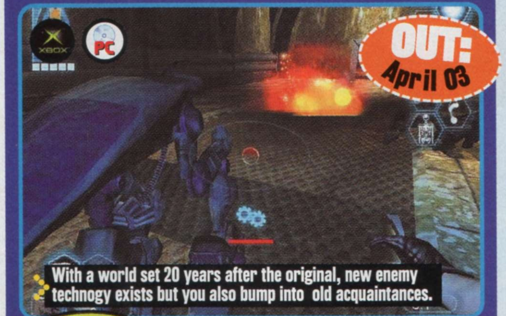
First Impressions Sounds great but sadly looks like a PSone game. Do we spot problems?



The man who taught Snake to sneak gets ready to silently slit the throat of fat man, earning a bonus for a quiet kill.

Deus Ex 2

Visit London, Seattle and New York with a personally created character. The broody sci-fi plot continues, changing each time you decide to talk, blast or stealth your way through a world at war.



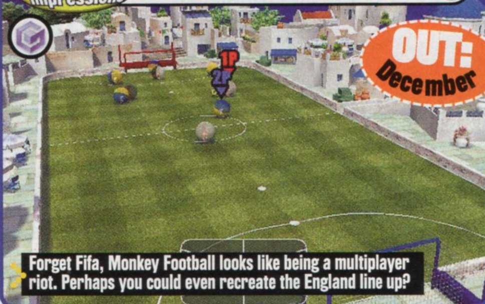
With a world set 20 years after the original, new enemy technogy exists but you also bump into old acquaintances.

First Impressions As a FPS and RPG hybrid, this is one of the best games heading to Xbox.

Super Monkey Ball 2

Sega's best GC game is back with a brand new set of mini-games starring the lovable monkeys. Witness Monkey Tennis and a World Cup rivalling Monkey Football game set in Greece! Familiar faves Monkey Battle and Monkey Race get new arenas such as forests and lava filled caves, creating more danger for the barefoot fools.

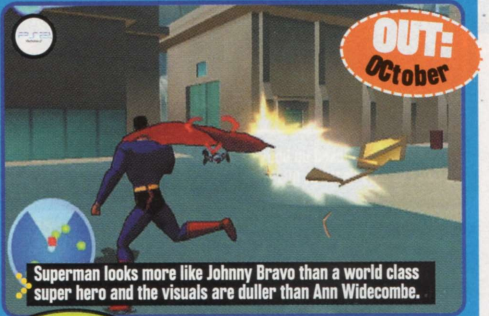
First Impressions GM has nothing but pure leg crossing anticipation for the king of swingers.



Forget Fifa, Monkey Football looks like being a multiplayer riot. Perhaps you could even recreate the England line up?

Superman: Shadow Of Apokolips

Lex Luthor has created an army of robots called Interbots to kill Superman in this adaption of the cartoon series. Bold 3D visuals and a first person combat mode look original but very cheesy.



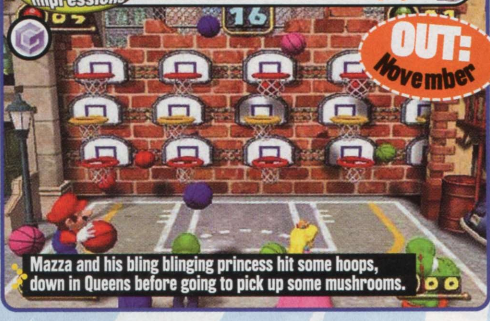
Superman looks more like Johnny Bravo than a world class super hero and the visuals are duller than Ann Widecombe.

First Impressions An average cartoon licence, not based on *Smallville* or the films. Doh!

Mario Party 4

Nintendo's wacky board game was always destined for GC and this by-numbers sequel includes 50 new battle games and the ability to become titchy and access hidden areas. The four-player action now supports two-player tag teams, adding to the frenzied rivalry.

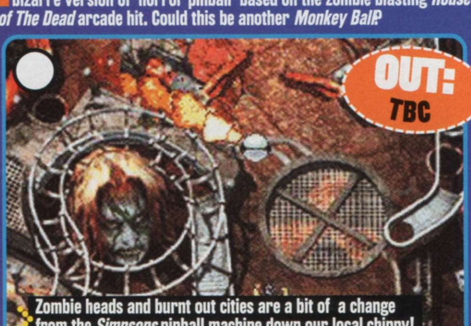
First Impressions Haven't we seen this before? Monkey Ball 2 looks like a better multi-player



Mazza and his bling blinging princess hit some hoops, down in Queens before going to pick up some mushrooms.

Pinball Of The Dead

If the thought of *Muppet Pinball* makes you wince, take a look at Sega's bizarre version of 'horror pinball' based on the zombie blasting *House of The Dead* arcade hit. Could this be another *Monkey Ball*?



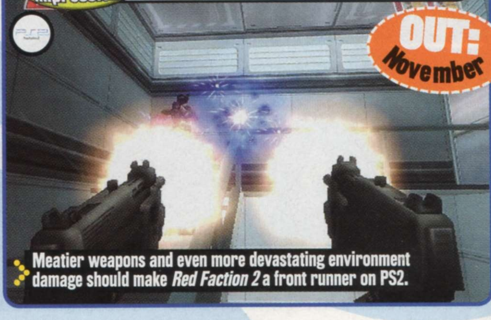
Zombie heads and burnt out cities are a bit of a change from the *Simpsons* pinball machine down our local chippy!

First Impressions It's a strange concept which doesn't benefit from by being horror based.

Red Faction 2

Set five years after the original war on Mars, *Red Faction 2* is a thinking man's FPS this time around. A squad of six marines assist you like *Halo* but there's the opportunity for co-operative four-player games as well as deathmatches. Looking visually superior in every way to the original, this is going to go head to head with *TimeSplitters 2*.

First Impressions A promising and visually splendid fresh start for the series

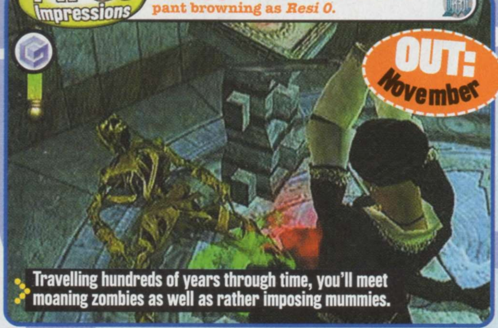


Meatier weapons and even more devastating environment damage should make *Red Faction 2* a front runner on PS2.

Eternal Darkness

As the only horror alternative to *Resi* on GC, *Eternal Darkness* has a roster of 12 playable characters and a time travelling plot line. The heroes include a Buffy-style babe as well as a medieval knight. Over three years in development, *Eternal Darkness* has the potential to take survival horror in completely a new direction.

First Impressions Visually great but nowhere near as pant browning as *Resi 0*.

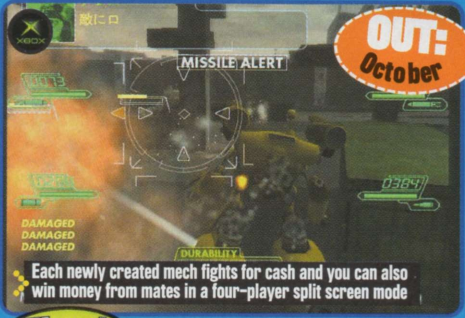


OUT: November

Travelling hundreds of years through time, you'll meet moaning zombies as well as rather imposing mummies.

Phantom Crash

The Xbox is the new home of mech warriors, with Genki chasing *Steel Battalion* with a Neo Tokyo blast fest. A dedicated mech creator mode and realistic recreation of Tokyo is destruction at its best.



OUT: October

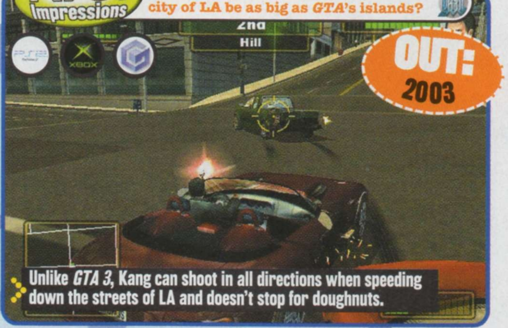
Each newly created mech fights for cash and you can also win money from mates in a four-player split screen mode

First Impressions A promising arcade blaster rather than an all out war simulation.

True Crime: Streets Of LA

The makers of *Vigilante 8* have created a *GTA 3*-esque crime sim which sees renegade solo detective Nick Kang whacking the underworld of LA on foot and in car. Over 100 missions mean that True Crime is set to be a lengthy mob fight as you drive, shoot and kung fu kick your way through the seedy gangland hell of Los Angeles.

First Impressions It looks nicer than *GTA 3* but will the city of LA be as big as *GTA*'s islands?

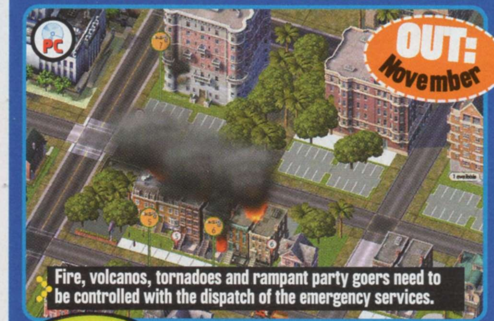


OUT: 2003

Unlike *GTA 3*, Kang can shoot in all directions when speeding down the streets of LA and doesn't stop for doughnuts.

Sim City 4

If you want a game more complex than *The Sims*, the new *Sim City* is for you. You can create a pulsing city from mere earth and then attempt to manage thousands of AI enhanced humans just like er, God.



OUT: November

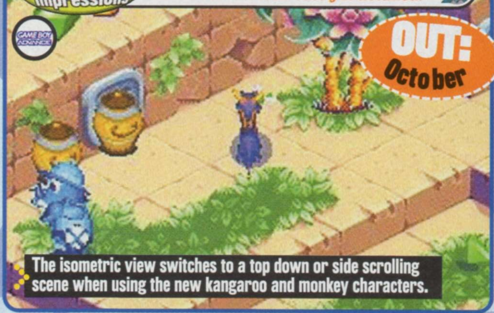
Fire, volcanos, tornadoes and rampant party goers need to be controlled with the dispatch of the emergency services.

First Impressions Focuses on people as much as city building and is brilliantly complex

Spyro: Season of Flame

Spyro is called upon to help his mates claw back lost fireflies so they can breath fire once again. *Spyro* can resort to ice and electric breath as well as fire. Set in the familiar Dragon Realms, *Spyro* features new playable characters including a kangaroo and, um, a space monkey.

First Impressions New characters spice up the action and the levels look cute yet detailed.

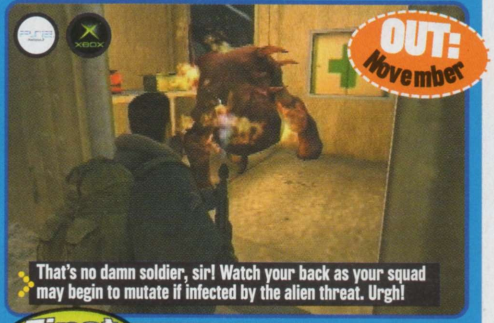


OUT: October

The isometric view switches to a top down or side scrolling scene when using the new kangaroo and monkey characters.

The Thing

Creepy aliens lurk in the antarctic and, following on from the cult film, you play Captain Blake and lead a team of investiagtive soldiers. Your mission is to find out what happened to the last squad!



OUT: November

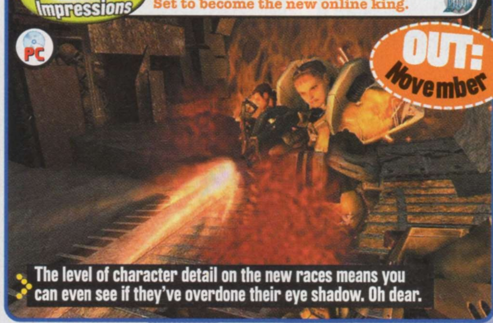
That's no damn soldier, sir! Watch your back as your squad may begin to mutate if infected by the alien threat. Urgh!

First Impressions An atmospheric horror fest which looks a bit rough around the edges

Unreal Tournament 2003

Online gaming's most anticipated frag fest features 30 new maps, 50 characters and six individual character races, each with custom special moves. Infogrames have promised a overhauled level editor and new deathmatch games such as a Bombing Run for pro *Unreal Tournament* fans. Start saving for broadband and a new 3D card.

First Impressions Only *Doom 3* can touch these visuals. Set to become the new online king.

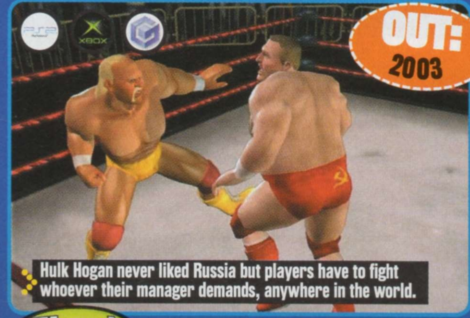


OUT: November

The level of character detail on the new races means you can even see if they've overdone their eye shadow. Oh dear.

Legends of Wrestling 2

Historical grappling continues with 65 wrestlers now competing in a world wide championship. The bulk of the Hulk and his manager are on board as well as new cage, battle royal and elimination battle modes.



OUT: 2003

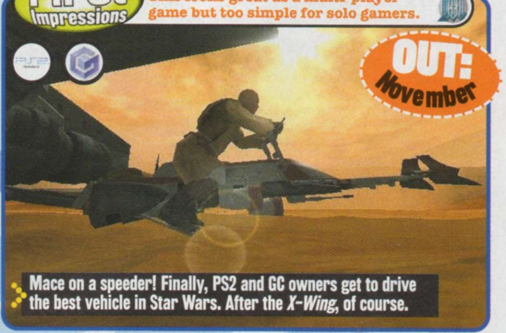
Hulk Hogan never liked Russia but players have to fight whoever their manager demands, anywhere in the world.

First Impressions More characters are good but the new modes haven't been shown in action

SW: The Clone Wars

Based on the massive attack scenes from Episode 2, *The Clone Wars* lets you play as Anakin, Obi-Wan or Mace and pilot speeder bikes, gunships and tanks. As a Jedi, you'll have to guide your own personal army of clones to halt the galaxy takeover by Count Doku. Stacks of Jedi vs Republic multi-player games are also planned.

First Impressions This looks great as a multi-player game but too simple for solo gamers.

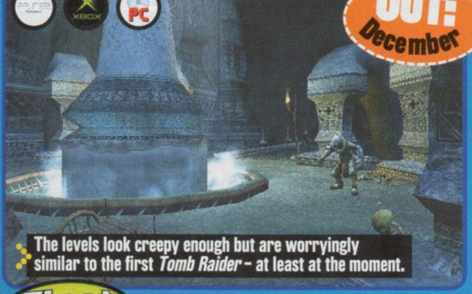


OUT: November

Mace on a speeder! Finally, PS2 and GC owners get to drive the best vehicle in Star Wars. After the *X-Wing*, of course.

Fellowship of The Ring

Frodo, Aragon and Gandalf fight their way from Shire to The River Anduin, following the plot of the first *Lord of The Rings* book. Heavily adventure based compared to EA's hack and slash film licence.



OUT: December

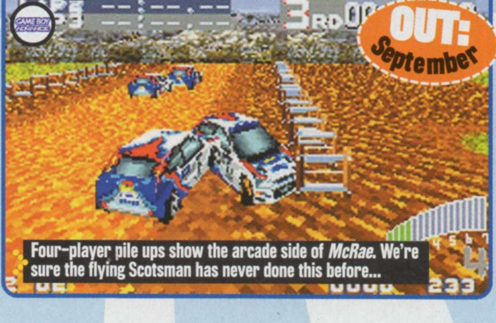
The levels look creepy enough but are worryingly similar to the first *Tomb Raider* - at least at the moment.

First Impressions Lacks the glitz of adventures like *Primal* and holds few surprises.

Colin McRae 2.0

The PSone original set the rally benchmark and now Codies are looking to do the same on GBA. With a choice of 9 cars, 42 tracks and a four player link up, the GBA *McRae* has more options the PSone version! Realistic car physics have been used but there's also an arcade mode for rally newbies who need to brush up their skills.

First Impressions The most realistic racer heading to GBA with a great drifting rally feel

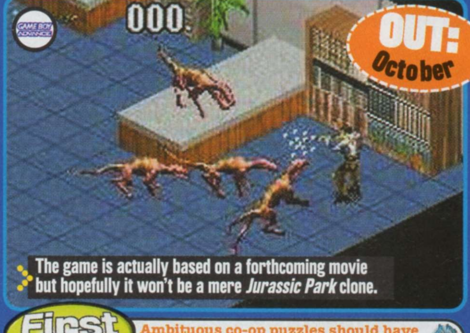


OUT: September

Four-player pile ups show the arcade side of *McRae*. We're sure the flying Scotsman has never done this before...

A Sound of Thunder

BAM's puzzle adventure lets two players work together. Playing as Travis Ryer, dinos have invaded modern America and it's up to you to solve puzzles and drive vehicles while your mate supplies firepower.



OUT: October

The game is actually based on a forthcoming movie but hopefully it won't be a mere *Jurassic Park* clone.

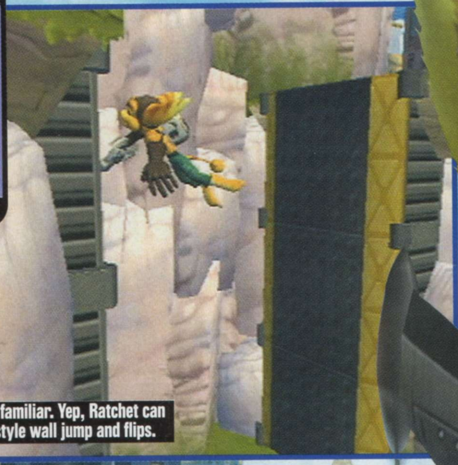
First Impressions Ambituous co-op puzzles should have adventure fans drooling on their GBA

OUT: NOV

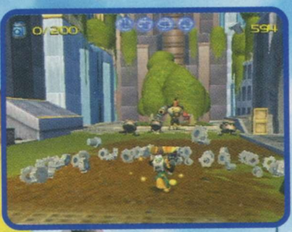
FORMAT: PS2
PRICE: TBA
DEVELOPER: INSOMNIAC
PUBLISHER: SONY
SPECIAL FEATURES: NONE
OTHER FORMATS: NONE
CALL: 0207 859 5000
PLAYERS: 1

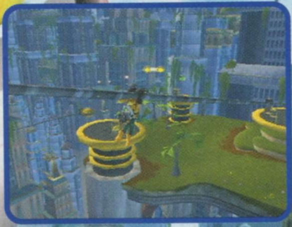
PREVIEWER

Tom East


This move looks familiar. Yep, Ratchet can do some Mario style wall jump and flips.

Every time you kill a robotic enemy, loads of bolts will spew out of it's corpse.




Not as hard as it looks. All you have to do is walk towards the zip line and you'll cling on and slide down.

Ratchet and Clank

T SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAM

Goodbye Jak. See you later Daxter...

Backpacks are the new cel shading! Mazza's got a water weapon, Blinx has his timesweeper, and now new Sony star Ratchet has got a little robot called Clank strapped on his back.

Together they've got to save the world (surprise!) from the clutches of evil Chairman Drek. It all sounds very Jak and Daxter, but unlike PS2's other platform twosome, both these characters are great. Ratchet runs around decking Drek's minions and when he collects enough bolts, he can buy Clank a helipak, so they can zip up to higher levels.

FLUMMOXED

This isn't a puzzling platformer. Each level is crammed to bursting with Clark's evil minions, but you won't get lost looking for stuff or be flummoxed by fiendish brainbruisers. Instead just buy gadgets with your bolts, blast baddies and get involved in some hardcore platform leaping. Wethinks you'll be hearing a lot of this duo...

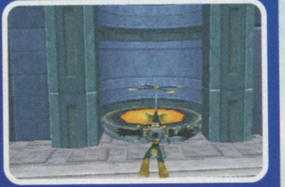
Softography

These guys have also made...

Spyro the Dragon	69%
Spyro 2: Ripto's Revenge	74%
Spyro: Year of the Dragon	75%

Meet Clank

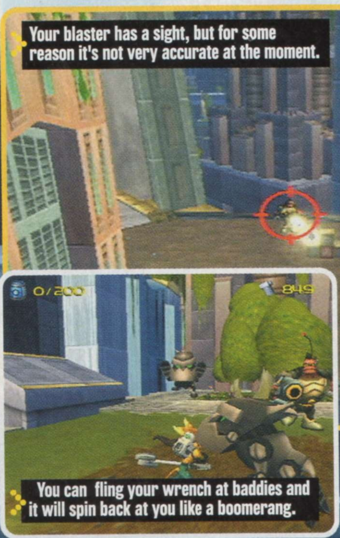
Clank gets his own little sub-game, but mostly he's just sat there strapped on your back, all kind of quiet like. But where the immensely more irritating Daxter just sat there making annoying comments, Clank helps you out with his heli-pak head. And, even better, he keeps his trap firmly shut.

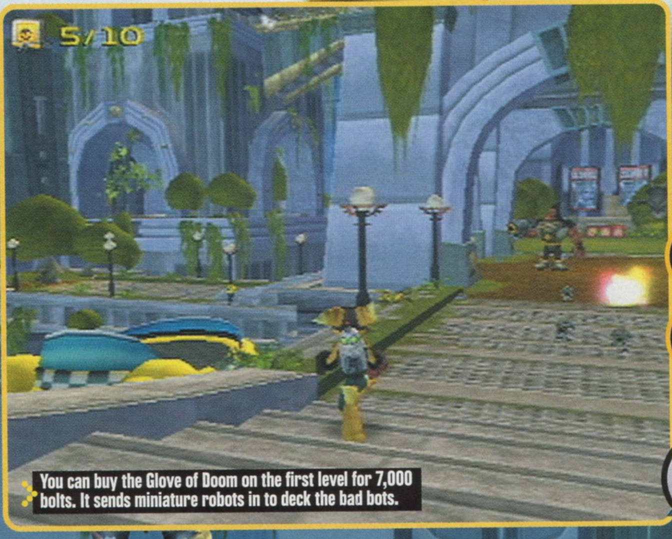

Get the heli-pak going and you'll jump higher, before gliding to a ledge.

Oh My Gosh, What A Tool...

Ratchet has a wrench at the beginning, but every time you slap a baddie, you can pick up bolts and then use 'em to buy new gadgets from the vendor. There are over 30 gadgets to collect, including special boots that enable you to grind on rails, a blaster and our fave, a dummy of Ratchet. Drop this and the enemy will attack it, leaving you free to run away.

Your blaster has a sight, but for some reason it's not very accurate at the moment.


You can fling your wrench at baddies and it will spin back at you like a boomerang.



You can buy the Glove of Doom on the first level for 7,000 bolts. It sends miniature robots in to deck the bad bots.

First Impressions

Bat-eared furry mechanics are ace!

We were treated to one level of goodness at E3 which had us trying out a platform assault course and slapping baddies with our blaster. Unlike Insomniac's Spyro series, each level is rammed with enemies and thanks to Ratchet's huge arsenal of groovy weapons, taking them out never becomes tedious. The Getaway was meant to be the star of the Sony show at E3, but this bat-eared furry mechanic and his robot mate were the real winners. It's already looking like a Jak & Daxter beater if you ask us.

GOOD COP BAD COP

With over 30 gadgets to collect, you'll constantly be finding new and inventive ways of killing enemies.

This is an all-action platformer, and although it's fun, the odd brain-straining puzzle would be nice.

WHERE IT'S AT

Rachet and Clank will be released in November. It could be one of the big Christmas games.

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RINGTONES

HOTTEST TUNES

Without Me - *Eminem*	111952
Kiss Kiss - *Holly Valance*	111898
The Logical Song - *Scooter*	111965
Hero - *Chad Kroeger*	111966
It Takes More - *Ms Dynamite*	111967
Stop Crying Your Heart Out - *Oasis*	111968
Get Over You - *Sophie Ellis Bextor*	111969
Unchained Melody - *Gareth Gates*	111684
Julie - *Shaggy & Ali G*	111666
When U Look At Me - *Christina Milan*	111981
Roll On - *Mis-Teeq*	111982
Blurry - *Puddle Of Mudd*	111974
Whenever Wherever - *Shakira*	111661
Light My Fire -*Will Young*	111414
Be Cool - *Paffendorf*	111962
Dove - *Moony*	111978
Don't Let Me Get Me - *Pink*	111930
Just A Little - *Liberty X*	111935
At Night - *Shakedown*	111963
Oops Oh My - *Tweet*	111932
Best In Me - *Blue*	111950
Freak Like Me - *Sugababes*	111896
Dreamer - *Ozzy Osboume*	111980
Boom - *Anastacia*	111951
Temple Of Dreams - *Future Breeze*	111953
La La Land - *Green Velvet*	111954
Love At First Sight - *Kylie*	111955
Hot In Here - *Nelly*	111977
Evergreen - *Will Young*	111659
Irie - *Luck and MC Neat*	111956
Little Less Conversation - *Elvis vs JXL*	111957
Were On The Ball - *Ant and Dec*	111958
Tranzy State Of Mind - *Push*	111959
Roll Out - *Ludacris*	111979
All I Want - *Bellefire*	111960
In My Eyes - *Milk inc.*	111940

Chart Hits

Bop Bop Baby - *Westlife*	111941
Heartless Theme - *Heartless Crew*	111942
Follow Da Leader - *Nigel and Marvin*	111943
Sunglasses at Night -*Tiga& Zyntherius*	111944
Attitude - *Alien Ant Farm*	111946
Livin It Up - *Ja Rule*	111931
My Plague - *Slipknot*	111976
Fly By II - *Blue*	111664
Starbucks - *A*	111975
The Hindu Times - *Oasis*	111895
Lazy - *X Press 2*	111897
Girlfriend - *NSYNC*	111933
Make It Good - *A1*	111934
We Are All Made Of Stars - *Moby*	111936
Rock The Boat - *Aaliyah*	111937
Its Ok - *Atomic Kitten*	111938
Hungry - *Kosheen*	111899
Get Happy - *Zoe Birkett*	111928
Ride Wit Us - *So Solid Crew*	111667
Break Ya Neck - *Busta Rhymes*	111670
How You Remind Me - *Nickelback*	111671
Aint It Funny (Remix) - *J Lo*	111690
Oi - *More Fire Crew*	111692
Tainted Love - *Marilyn Manson*	111888
4 My People - *Missy Elliott*	111890
Shake UR Body - *Shy FX & T Power*	111891
Champagne Dance - *Pay As You Go*	111894
A World Of Our Own - *Westlife*	111654
Shoulda Woulda Coulda - *B. Knight*	111672
Somethin Stupid - *Robbie Williams*	111556
Gotta Get Through - *Daniel Bedingfield*	111545
Because I Got - *High Afroman*	111454
Hey Baby (Uhh, Ahh) - *DJ Otzi*	111446
Insatiable - *Darren Hayes*	111665
Different Point Of View - *DB Boulevard*	111662
True Love Never Dies - *Flip And Fill*	111655
Addicted To Bass - *Puretone*	111636
Always on Time - *Ja Rule*	111644
What About Us? - *Brandy*	111656
Ever So Lonely - *Jakatta*	111657
To Get Down - *Timo Maas*	111658
Moi, Lolita - *Alizee*	111660
A Mind Of Its Own - *Victoria Beckham*	111663
Crazy Rap - *Afroman*	111631
Blow Your Whistle - *DJ Alligator*	111567
Country Road - *Hermes House Band*	111571
Can't Get You Out Of My Head - *Kylie*	111388
More Than A Woman - *Aaliyah*	111626
Hero - *Enrique Iglesias*	111642

2001 - 2002 Hits

At The Movies - *Alien Ant Farm*	111646
Lovely - *Bubba Sparxxx*	111647
Points Of Authority - *Linkin Park*	111621
Smooth Criminal - *Alien Ant Farm*	111377
Rapture - *iio*	111491
Teenage Dirtbag - *Wheatus*	111186
Heaven Is A Halfpipe - *OPM*	111269
In The End - *Linkin Park*	111485
In Too Deep - *Sum 41*	111559

Themes

Mission Impossible	111121
Only Fools And Horses	111369
Big Brother	111342
Axel F Beverley Hills Cop	111601
Match of the Day	111126
Indiana Jones	111466
The A Team	111115
James Bond	111119
Spiderman	111645
The Good, The Bad & The Ugly	111181
Rocky	111141
Scooby Doo	111142
Blackadder	111609
Formula One	111610
Red Dwarf	111611
Ghostbusters	111455
Captain Scarlett	111605
Monty Python	111496
The Terminator	111602
Batman	111606
Pinky And The Brain	111607
Star Wars - *Cantina Theme*	111124
Star Wars - *Main Theme*	111125
The Flintstones	111465

Dance

Shooting Star - *Bang*	111588
Resurrection - *PPK*	111550
La Passion - *Gigi D'agostino*	111693
Castles In Sky - *Ian Van Dahl*	111270
Time To Burn - *Storm*	111835
Sandstorm - *Darude*	111290
Brainbug - *Nightmare*	111510
Heart of Gold - *Bang*	111753
Fire Wire - *Cosmic Gate*	111284
Airwave - *Rank*	111592
Set You Free - *N Trance*	111445
Touch Me - *Rui Da silva*	111839
Universal Nation - *Push*	111841
The Prophet - *CJ Bolland*	111831
Starlight - *Supermen Lovers*	111387
Café Del Mar - *Energy 52*	111386
Hide U - *Kosheen*	111379
Out Of Control - *Darude*	111391
The Launch - *DJ Jean*	111365
On The Move - *Barthezz*	111447
This Is Russian Trance - *PPK*	111834

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Mario Kart	09063 615552
Championship Manager	09063 615553
LMA 2001	09063 615554
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This Is Football 2	09063 615558
Smackdown 2	09063 615559
Spiderman	09063 646530
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Indiana Jones	09063 646538
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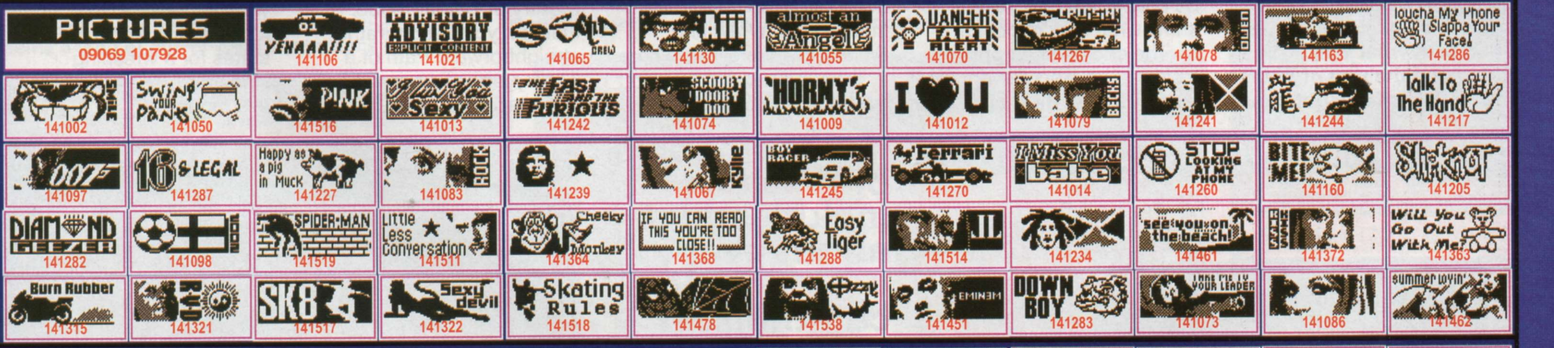
01
YEHAAA!!!!!
141106
PARENTAL ADVISORY EXPLICIT CONTENT
141021
SO SOLID CREW
141065
Aiii
141130
almost an Angel
141055
DANGER FART ALERT
141070
141267
141078
141163
Toucha My Phone I Slappa Your Face!
141286
SMILE
141002
Swing your Pants
141050
P!NK
141516
Sexy
141013
THE FAST AND THE FURIOUS
141242
SCOOBY DOOBY DOO
141074
HORNY
141009
I ♥ U
141012
BECKS
141079
141241
141244
Talk To The Hand
141217
007
141097
16 & LEGAL
141287
Happy as a pig in Muck
141227
ROCK
141083
141239
Kylie
141067
BOY RACER
141245
Ferrari
141270
I Miss You babe
141014
STOP LOOKING AT MY PHONE
141260
BITE ME!
141160
Slipknot
141205
DIAMOND GEEZER
141282
141098
SPIDER-MAN
141519
Little Less Conversation
141511
Cheeky Monkey
141364
IF YOU CAN READ THIS YOU'RE TOO CLOSE!!
141368
Easy Tiger
141288
II
141514
141234
see you on the beach!
141461
141372
Will You Go Out With Me?
141363
Burn Rubber
141315
141321
SK8
141517
Sexy devil
141322
Skating Rules
141518
141478
Ozzy
141538
EMINEM
141451
DOWN BOY
141283
TAKE ME TO YOUR LEADER
141073
141086
summer lovin'
141462

LOGOS

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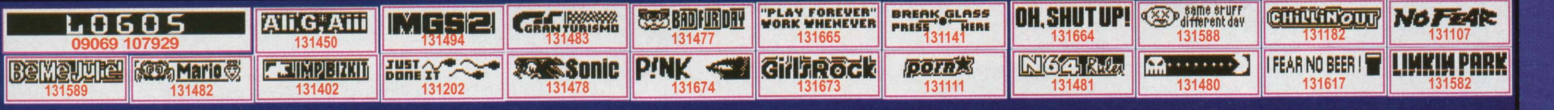
Ali G Aiii
131450
MGS2
131494
GRAN TURISMO
131483
BAD FUR DAY
131477
"PLAY FOREVER" WORK WHENEVER
131665
BREAK GLASS PRESS HERE
131141
OH, SHUT UP!
131664
same stuff different day
131588
CHILLIN OUT
131182
No FEAR
131107
Be Me Julie!
131589
Mario
131482
LIMP BIZKIT
131402
JUST DONE IT
131202
Sonic
131478
P!NK
131674
Girls Rock
131673
porn
131111
N64 Rules
131481
131480
I FEAR NO BEER!
131617
LINKIN PARK
131582

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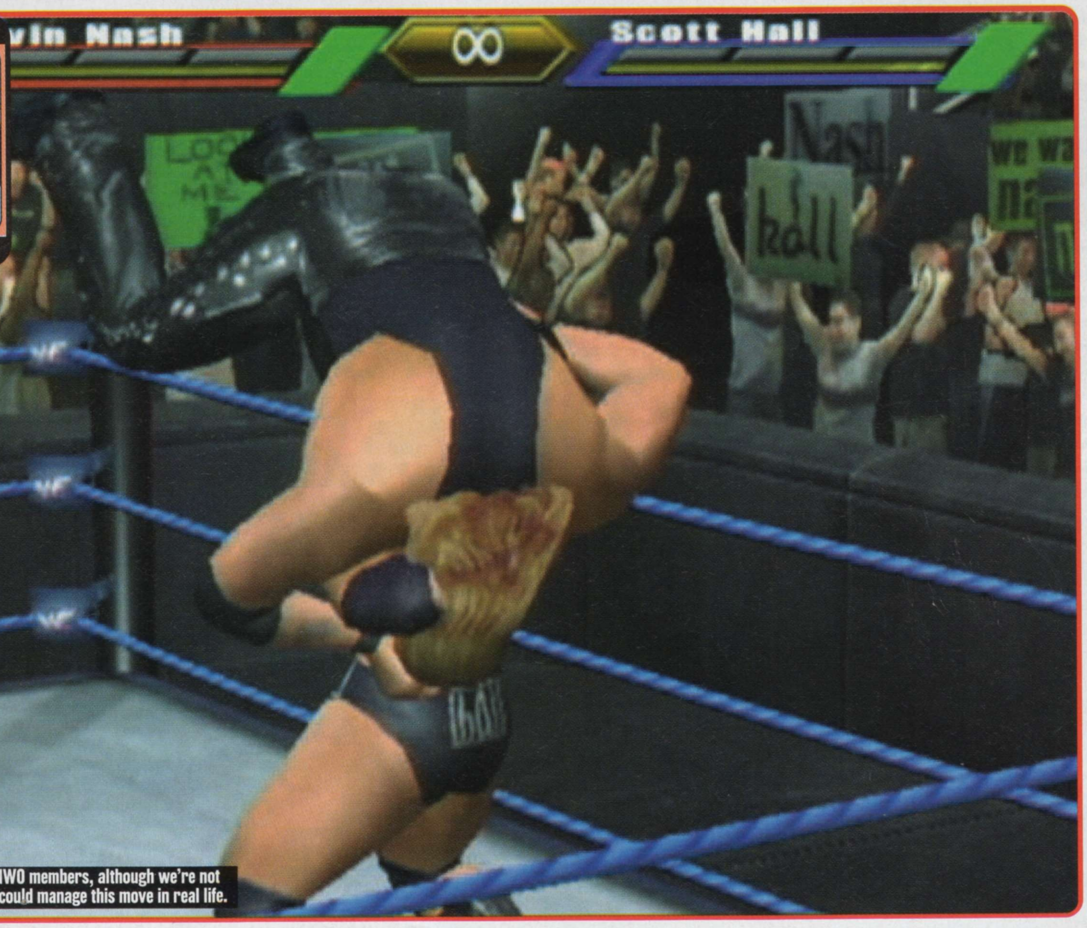
PREVIEWER

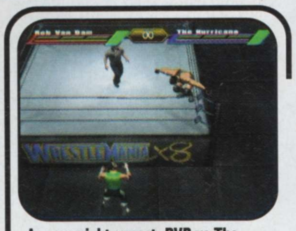
Oliver Hurley



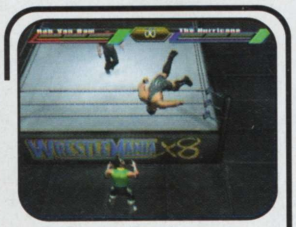
It's a battle of NWO members, although we're not sure Scott Hall could manage this move in real life.

Roll With It

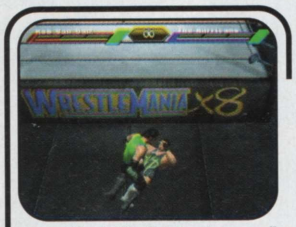
There's a generous selection of moves on offer, ranging from simple suplexes to more specialist offence such as Rob Van Dam's Rolling Thunder.



As you might expect, RVD vs The Hurricane is a high-flying affair.



To pull this move off you have to ensure your opponent's in just the right place.



Oooof! Looks like Van Dam has actually come off worse than Hurricane...

Wrestlemania X8

♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ U

Doctor, doctor, **I can't stop picking fights** with **big blokes in pants.** Oh dear, you've got **Wrestlemania...**

You wouldn't think it possible to squeeze quite so many beefy grapplers onto a single three-inch disc but plucky WWF/WWE coding veterans Yuke's have pulled it off with what will, no doubt, be the first of WWE's many GameCube outings.

RAW SMACK

As the people behind the PlayStation series of *SmackDown!* games, you can be pretty sure that Yuke's know what they're doing.

The choice of grapplers includes just about every big name you can think of, from The Rock, Undertaker, Triple H and Steve Austin, all the way down to the likes of Tajiri and Scotty 2 Hotty. Fortunately, the whole 'brand extension' thing has been overlooked, so performers from both the *Raw* and *SmackDown!* crews are here.

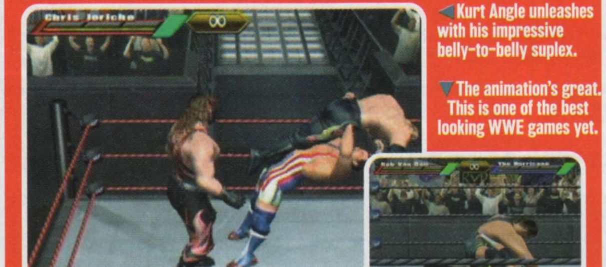
Not so good are the selection of modes. While Exhibition offers a grapple sack-full of match permutations (including all the old faves such as Tag, Hell in a Cell, Ladder and Iron Man), there's a distinct lack of either a Story or Career mode. Instead, you get the rather straightforward Path of a Champion option and the two-player Battle for the Belts. Bringing up the rear is the old and hairy create-a-wrestler function - by virtue of it now being illegal in 37 US states for a wrestling videogame to not include this mode.

Softography
These guys have also made...

WWF SD! Just Bring It	85%
WWF SmackDown! 2	93%
WWF SmackDown!	92%
WWF Royal Rumble	63%
Touken Retsuden 3	81%
Powermove Pro Wrestling	35%

Adrenaline Junkie

Attacking your opponent increases your Adrenaline Meter (top left of the screen). When it's full, you can perform a finishing move by tapping the A and B buttons.



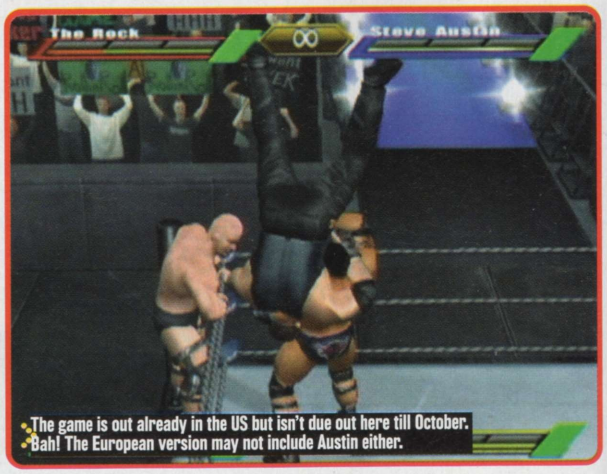
◄ Kurt Angle unleashes with his impressive belly-to-belly suplex.

▼ The animation's great. This is one of the best looking WWE games yet.

> “...the choice of **grapplers** includes just about every **big name** you can think about - from **The Rock** to **Triple H**...”

Factpack
The stuff you need to know...

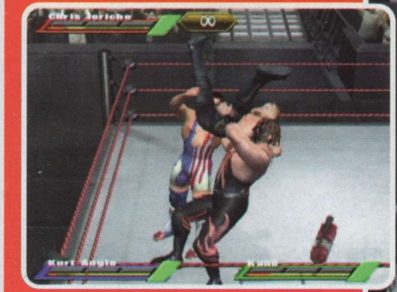
Wrestlers	36
Arenas	6
Modes	4
Secret characters	6



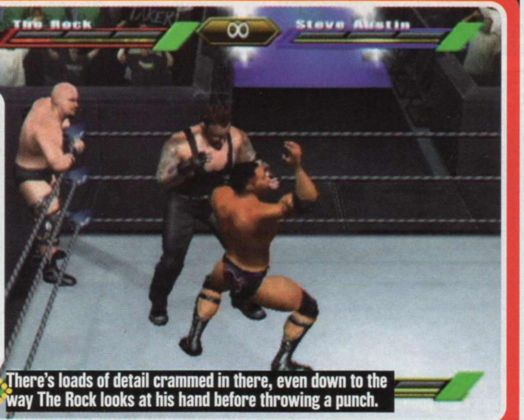
The game is out already in the US but isn't due out here till October. Bah! The European version may not include Austin either.

For Gawd's Sake Put A Rock In It!

Each character looks absolutely great. Clearly, plenty of time has been spent on ensuring they're accurate representations.


Chris Jericho
Kurt Angle
Kane

The handicap matches allow you to pull off cool double-team moves on your hapless opponent.


The Rock
Steve Austin

There's loads of detail crammed in there, even down to the way The Rock looks at his hand before throwing a punch.

Bring it!

The two-player Battle for the Belts mode allows you to put up any belts that you've won against a mate. Each player must have their own memory card with an existing custom belt saved on it so, if you don't know someone who also owns a copy of the game, this option is really rather useless.

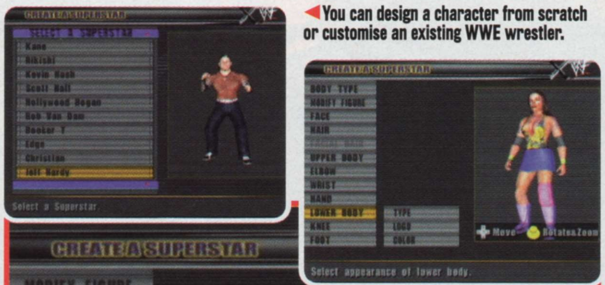
There are loads of belts to get through, many of them non-WWE ones.

Stephanie McMahon
William Regal

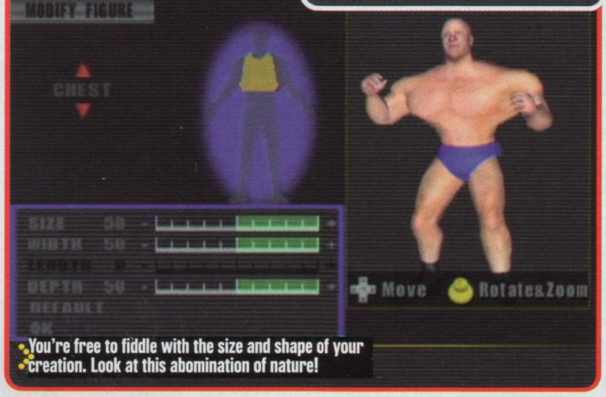
Lose a match against a mate and you really will lose your title belt. Pressure!

I'm a weirdo!

Ah yes, that old chesnut, the create-a-wrestler freakathon shows its mutated face once again in *WrestleMania X8*. This version's far less flexible than the one that will feature in *SmackDown! Shut Your Mouth*.


CREATE A SUPERSTAR
Kane
Rikishi
Kevin Nash
Scott Hall
Hollywood Hogan
Bob Van Dam
Booker T
Edge
Christian
Jeff Hardy
Select a Superstar.
BODY TYPE
MODIFY FIGURE
FACE
HAIR
UPPER BODY
ELBOW
WRIST
HAND
LOWER BODY
KNEE
FOOT
TYPE
LOGO
COLOR
Move
Rotate&Zoom
Select appearance of lower body.

You can design a character from scratch or customise an existing WWE wrestler.


CREATE A SUPERSTAR
MODIFY FIGURE
CHEST
SIZE 50
WIDTH 50
DEPTH 50
DEFAULT
OK
Move
Rotate&Zoom

You're free to fiddle with the size and shape of your creation. Look at this abomination of nature!

Hell Ín A Cell

Hell in a Cell has proven to be one of the staples of WWE games but the massive cage structure has never looked as impressive as it does here. Flinging your opponent against the cage enough times will open it up, allowing you to clamber on top of it, from where you'll be able to inflict yet more damage...

Hollywood Hogan
Booker T

You need to Irish Whip your foe into the side of the cage to break it open.

Hollywood Hogan
Booker T

Once you're outside the Cell, you're free to clamber all over – and up – it.

Hollywood Hogan
Booker T

Once you're up there, you can chuck people off the side of it, a la Mick Foley.

Hollywood Hogan
Booker T

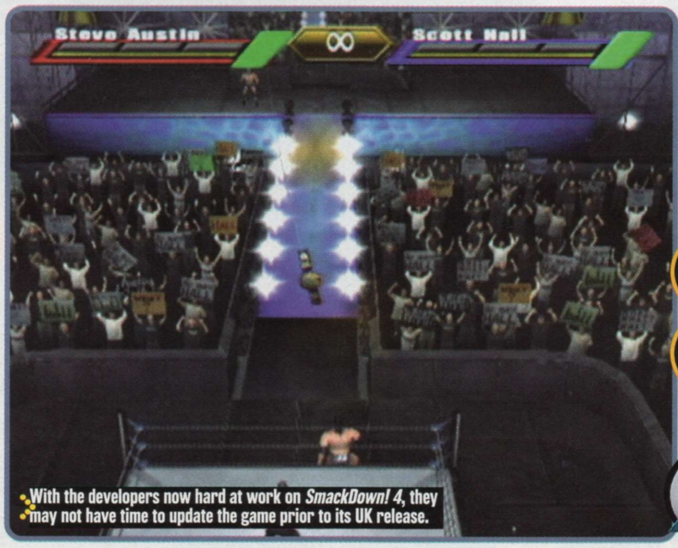
Man overboard! Once they've landed, you can then even jump on top of them.

Playing The Waiting Game

Even though the game was released in June in the US, it's not due out until October in the UK. Let's just hope that the roster will have been updated accordingly by then. After all, there's nothing that ages a wrestling game quicker than seeing a load of out-of-date characters included in it.

Kevin Nash
Scott Hall
Steve Austin
Scott Hall

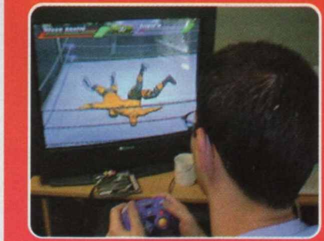
Scott Hall was fired earlier in the year by WWE for being a bit fond of his sneaky lunchtime shandies.


Steve Austin
Scott Hall

With the developers now hard at work on *SmackDown! 4*, they may not have time to update the game prior to its UK release.

First Impressions

Line 'em up, smack 'em down!



The 'problem' - if you want to call it that - with wrestling games is that, in comparison to any half-decent beat 'em up, the fighting systems tend to be remarkably simplistic. And, as you might expect from the purveyors of the *SmackDown!* button-bashers, there's not really a great deal of substance to *WrestleMania X8* (um, that's 18 to you and me). Sure, there are dozens of different manoeuvres on offer: even three-move wonders like The Rock can be seen pulling off abdominal stretches in the game. But the *SmackDown!*-style control system and lack of combos means that, yet again, you never really feel in complete control of your character and it all seems to veer towards the random.

The presentation though is superb, even down to the signs in the audience changing depending on who's fighting. But with no major gameplay elements that we haven't seen before (and it pales in comparison to the amount of stuff squeezed into *Shut Your Mouth* - although fares far more favourably when placed next to *WWE Raw* for Xbox) the overall impression is that this could be a WWE game by numbers - albeit one that is particularly pleasing to the eye.

GOOD COP BAD COP

Accessible and speedy gameplay. Gives you access to dozens of different moves. Looks great.

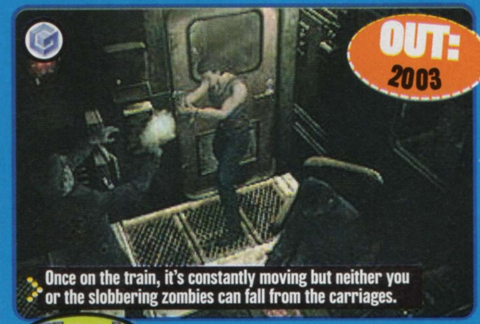
No real innovations and, ultimately, could end up being just another wrestling button-basher.

WHERE IT'S AT

It's out now in the US. No news on any changes there'll be for the PAL version, which is due out in October.

Resident Evil 0

The first brand new *Resi* since *Code Veronica* features character switching gameplay. Instantly flick between cop Rebecca Chambers and an escaped convict called Billy while trapped on a speeding train!



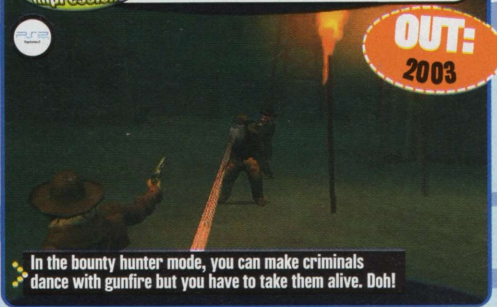
Once on the train, it's constantly moving but neither you or the slobbering zombies can fall from the carriages.

First Impressions The original was good looking but this is simply incredible by comparison.

Red Dead Revolver

Capcom have gone back to the wild west for their latest sharp shootin' adventure. Playing as a Clint Eastwood-style cowboy, you can choose to liberate cities from crime with your arsenal of knives, pistols and shotguns or become a bounty hunter for hire. The main story mode includes a seedy saloon bar four-player co-op option.

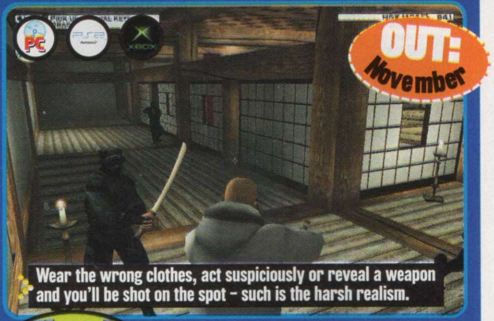
First Impressions Manages to be original, cool and damn good looking. We can't wait!



In the bounty hunter mode, you can make criminals dance with gunfire but you have to take them alive. Doh!

Hitman 2

Pushed back into the killing profession and faced with using stealth or getting butchered, being a pro hitman is tough. Nick uniforms from delivery men, hide your piano wire and kill only the specified target.



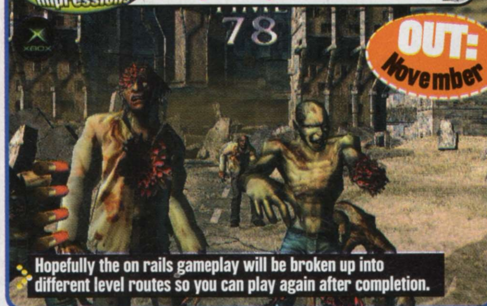
Wear the wrong clothes, act suspiciously or reveal a weapon and you'll be shot on the spot – such is the harsh realism.

First Impressions Extreme stealth which is hugely satisfying when you get it right.

House of The Dead 3

Send the evil zombies back to where they belong in Sega's visually stunning Xbox light-gun shooter. Note the new look for the series, which mixes cel shading with Sega's chunky *Virtua Cop* style polygons. The big question that Sega fans are asking is 'where's the Xbox light gun?' GM reckons Sega are working on one right now.

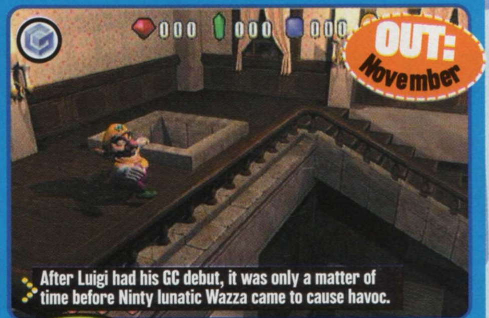
First Impressions Original and scary visuals but it's not looking half as good as *Time Crisis 3*.



Hopefully the on rails gameplay will be broken up into different level routes so you can play again after completion.

Wario World

Ninty have created a puzzle based platformer with Wazza smashing objects, throwing sticky balls and swinging enemies around his head. Expect a *Luigi's Mansion*-style GC debut for gaming's evil fatman.



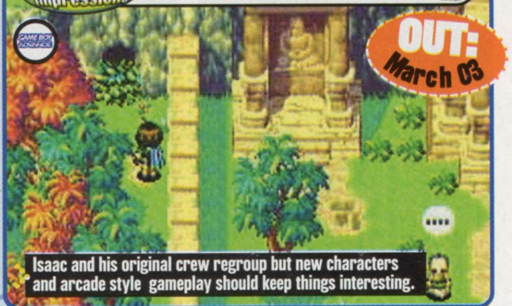
After Luigi had his GC debut, it was only a matter of time before Ninty lunatic Wazza came to cause havoc.

First Impressions Wario in a mansion? Can't we see a whole 'world' like it says in the title?

Golden Sun: The Lost Age

The hit GBA RPG saga continues with Isaac joined by new characters which join and leave your party, *Final Fantasy*-style. More puzzles and arcade-based challenges will please adventure fans wary of too many turn based battles. Two players can battle through the *Lost Age*, collecting Djinn which allows character abilities to be customised.

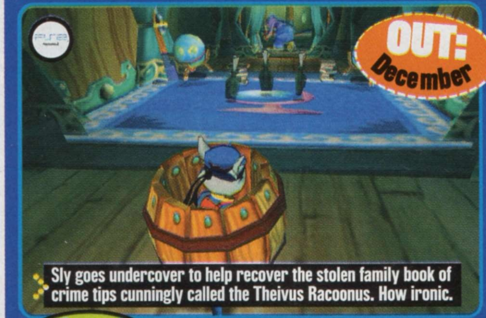
First Impressions As great as the original and should prove to be a good *Zelda* companion.



Isaac and his original crew regroup but new characters and arcade style gameplay should keep things interesting.

Sly Racoon

After cuddly mascots *Blinx* and *Ratchettand Clank* made their E3 debut, Sly Racoon followed with his own cel shaded stealth platformer. Forget button bombing, this is all about stealing.



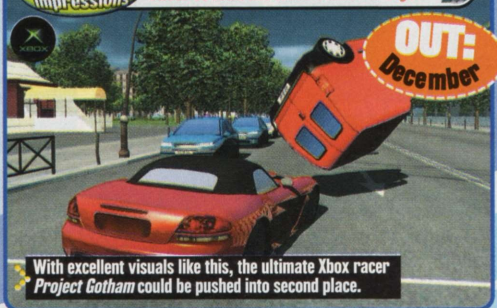
Sly goes undercover to help recover the stolen family book of crime tips cunningly called the Theivus Racoonus. How ironic.

First Impressions An avereage cel shaded *Crash Bandicoot* clone with one hit kills.

Midtown Madness 3

Microsoft's PC series heads to Xbox and offers one of fourteen careers including a taxi driver, cop, pizza boy, limo driver or secret agent. Set in Paris and Washington, there's 30 licensed cars to smack up and 50 missions to complete. Xbox Live gamers will be able to play against friends in street race, blitz and checkpoint race modes.

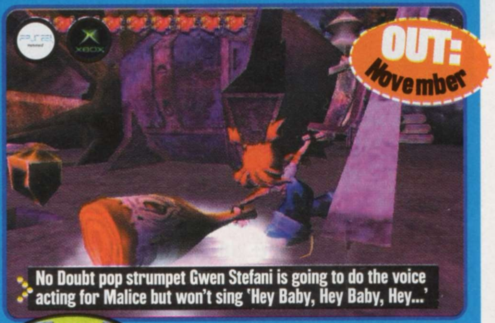
First Impressions A gorgeous *GTA*-with-no-violence racer to lead the Xbox online in style.



With excellent visuals like this, the ultimate Xbox racer *Project Gotham* could be pushed into second place.

Malice: Kat's Tale

Once Xbox exclusive, *Malice* is now heading to PS2 and Xbox. Starring teeny mallet wielding girl *Malice*, the PS2 version is catching up with the Xbox version featuring the biggest baddies ever.



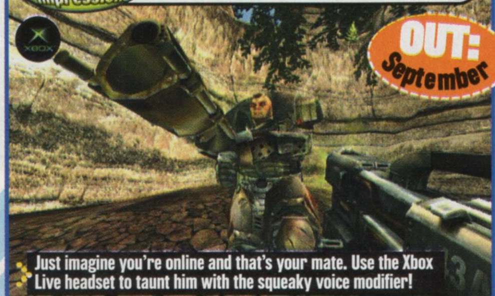
No Doubt pop strumpet Gwen Stefani is going to do the voice acting for Malice but won't sing 'Hey Baby, Hey Baby, Hey...'

First Impressions *Malice* looked good 18 months ago but pales against *Mario* and *Blinx*.

Unreal Championship

Currently the next big Xbox hope after *Halo*, *Unreal Championship* looks like being the game to kickstart Xbox online action. The multi-player modes don't look as impressive as the solo missions but once *Halo* heads get their hands on a rocket launcher, they'll be in deathmatch heaven.

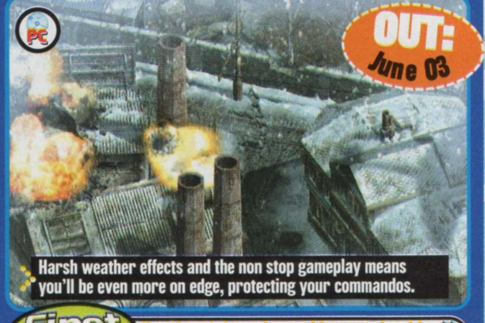
First Impressions Looks good but *Unreal Tournament 2003* is likely to beat it in multiplayer



Just imagine you're online and that's your mate. Use the Xbox Live headset to taunt him with the squeaky voice modifier!

Commandos 3

Continuing the WWII plot, *Commandos 3* remains a top down stealth adventure but strips out all missions in favour of a flowing story with cut scenes and a tense narrative. Expect new vehicles, too.



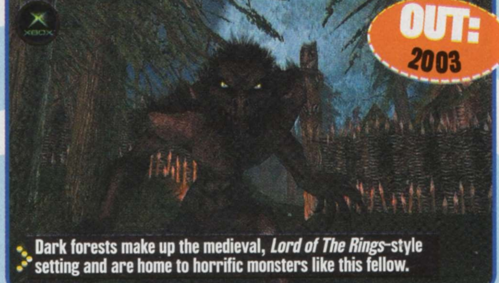
Harsh weather effects and the non stop gameplay means you'll be even more on edge, protecting your commandos.

First Impressions Deathmatch modes and bosses should satisfy fans and newcomers alike.

Project Ego

Peter Molyneux's ambituous character evolving adventure will let you play as a character from birth until death. Real time battles will cause permanent scars, too much sun will give you a harsh tan and recruiting allies could make you the most powerful person of the land. If *Project Ego* can deliver, *Black and White* will be quickly forgotten.

First Impressions A grand concept but we want to play it rather than see more video.



Dark forests make up the medieval, *Lord of The Rings*-style setting and are home to horrific monsters like this fellow.

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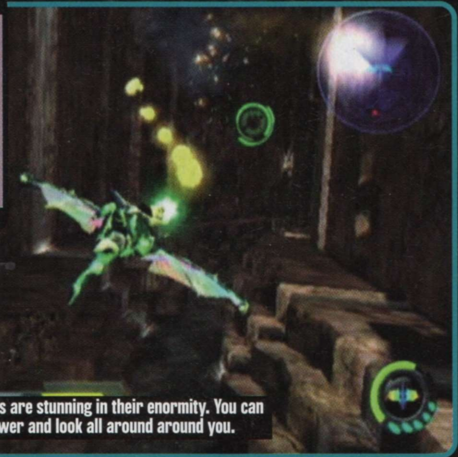
Refresh Your Head

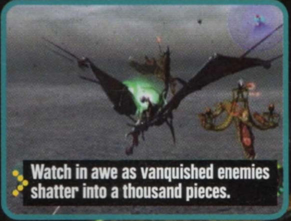
OUT: OCT **FORMAT:** XBOX **PRICE:** £40 **DEVELOPER:** SMILEBIT **PUBLISHER:** SEGA **SPECIAL FEATURES:** VIBRATION/ MEMORY CARD **OTHER FORMATS:** NONE **CALL:** 020 8995 3399 **PLAYERS:** ONE

PREVIEWER

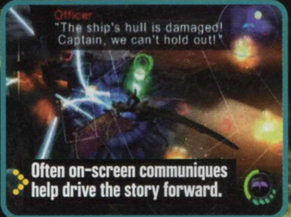
Neil Randall



The canyon walls are stunning in their enormity. You can sail higher or lower and look all around around you.



Watch in awe as vanquished enemies shatter into a thousand pieces.



Officer
"The ship's hull is damaged! Captain, we can't hold out!"

Often on-screen communiques help drive the story forward.

Panzer Dragoon ORTA

SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAME

The legendary **'Tank Dragon'** is back. Prepare to **take to the skies...**

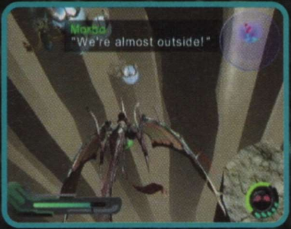
Ask any Sega fan to name one their favourite games and the chances are they'll gibber *Panzer Dragoon*. And it ain't surprising. Spawning a sequel that was arguably better than the original, plus an RPG that has been likened to *Zelda: Ocarina of Time,* the demand for a next-gen update has been deafening - and finally, the wait is nearly over...

For those of you that never owned a Saturn, *Panzer Dragoon* and *Panzer Dragoon Zwei* had you soaring over huge landscapes and through lost temples on the back of a flying dragon. The gameplay was killer simple - use the triggers to look through 360 degrees whilst blasting airborne enemies with your lock-on laser. Beautiful beyond belief and with some of the largest levels ever seen, it was addictive stuff and then some.

EYE POPPING

We've been following the progress of the Xbox sequel, *Panzer Dragoon Orta*, for months and it's not hard to see why: eye-popping animation and sugar-sweet graphics combine with grand mythological designs to form a title that is a visual stunner, if nothing else.

Fortunately, fans of the orignal won't be let down.



Morbo
"We're almost outside!"

▲ Plunging deep into this ravine is one of the rollercoaster highlights of the level.

The controls are a cinch, allowing you to view 360, lock on to enemies and engage your Berserker smart bomb. There's also a new speed up/slow down function, plus the option to switch between different dragons.

Make no mistake, this is the grandaddy of the genre, preceding the wonderful *REZ*, and come October, you'll be able to test-fly the *Dragoon* for yourself. Just don't look down...

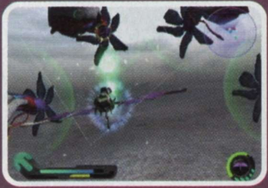
Softography

These guys have also made...

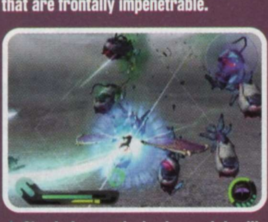
Gun Valkyrie	79%
Jet Set Radio Future	87%
Jet Set Radio	92%
SEGA Rally 2	87%
Typing of the Dead	90%
Sonic Shuffle	50%

Dashing

A new additions is the Dash mode that allows you to accelerate in brief bursts, or, if you prefer, brake sharply. Any half-decent pilot knows the avantage of using vectors to gain the spin over your enemies ?



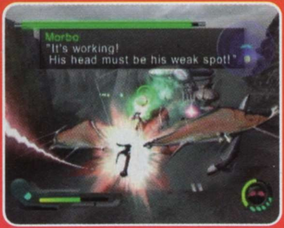
▲ These flying menaces have shields that are frontally impenetrable.



▲ Simply jam on the brakes and they'll be wide open for a good blasting .

First Impressions

The legacy returns in a blaze of pure gaming

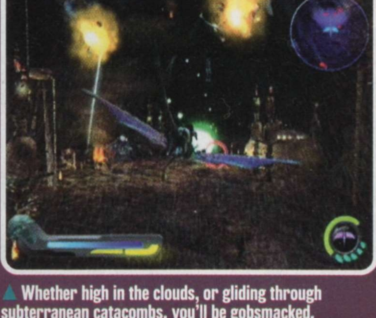


Morbo
"It's working!
His head must be his weak spot!"

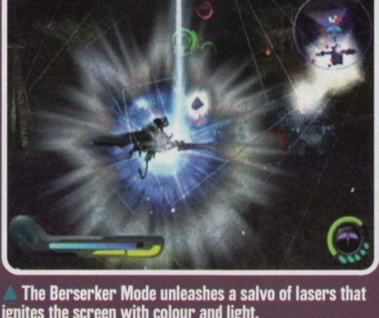
The E3 demo has two levels. The first takes you across a rainy plain, before entering a narrow cavern that requires some nifty flying skills. The other is set among the clouds and lets a little more of the storyline unfold as you meet an unlikely ally who teaches you about the world. Both have big bosses to contend with and you'll spend your first go just gawking at the scenery! It's no understatement to say that *Panzer Dragoon Orta* is a reason to buy an Xbox. And it's not even finished.

Bigger, Better, Faster, More!

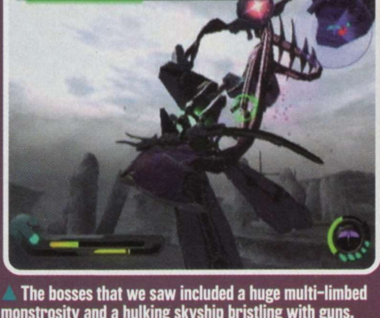
The original games were developed by Team Andromeda, but after the death of Saturn, the team split up, with many of the programmers joining Polyphony Digital, makers of *Gran Turismo* and *Omega Force* (which plays just like *Panzer Dragoon*). But SmileBit knows there's no sense fixing what ain't broke: the legacy of fast action, massive levels and paradoxical storyline has been given so much next-gen polish, you can see your face in it. Behold!:



▲ Whether high in the clouds, or gliding through subterranean catacombs, you'll be gobsmacked.



▲ The Berserker Mode unleashes a salvo of lasers that ignites the screen with colour and light.



▲ The bosses that we saw included a huge multi-limbed monstrosity and a hulking skyship bristling with guns.

GOOD COP BAD COP

Luscious visuals, a classic story of Good Vs. Evil, over ten levels to explore and unlock, plus collectible dragon stuff.

Old-skool shooting action that may not appeal to everyone - particularly if you like RTS games. But those graphics...

WHERE IT'S AT

There's no doubt that this is killer stuff. We're expecting it to turn heads and shift Xboxes come October...

ATARI
eden STUDIOS
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MAX POWER
GAME BOY ADVANCE
PlayStation 2
"As close to the real thing as we have so far seen..."
9/10
PlayStation 2
V-RALLY 3
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REF: 291 WWW.VRALLY3.COM

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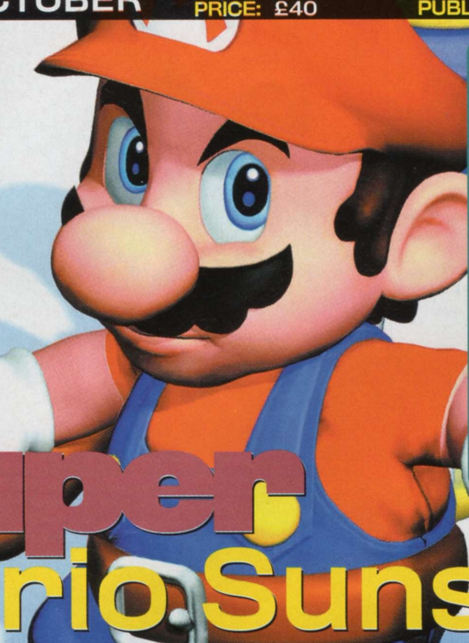
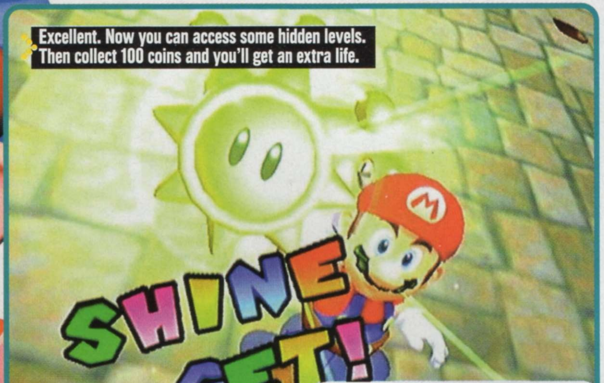
OUT: OCTOBER
FORMAT: GC
PRICE: £40
DEVELOPER: NINTENDO
PUBLISHER: NINTENDO
SPECIAL FEATURES: NONE
OTHER FORMATS: NONE
CALL: 02380 623 300
PLAYERS: 1

PREVIEWER

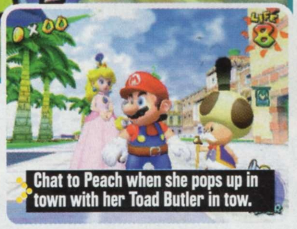
Tom East



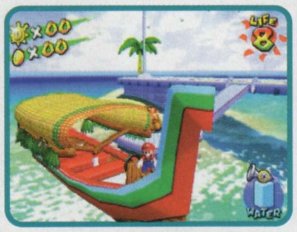
Super Mario Sunshine



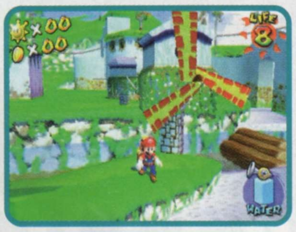
Excellent. Now you can access some hidden levels. Then collect 100 coins and you'll get an extra life.



Chat to Peach when she pops up in town with her Toad Butler in tow.



▲ Hopefully Mario will be able to drive this boat around the island. And there's even room for Peach, Toad and Yoshi.



▲ The energy in this town could well be powered by windmills. Shoot water at the blades and some platforms should start movining around. Strange.

LATEST SHOTS! ◆ UPDATE! ◆ LATEST SHOTS! ◆ UPDATE! ◆ LATEST SHOTS! ◆ UPDATE! ◆ LATEST SHOTS! ◆ UPDATE! ◆ LATEST SHOTS! ◆ UPDATE

Super Mario returns in the best adventure since his last one!

Mario's had it easy for far too long! In the six years since Mario 64 he's been playing tennis, golf and even partying. But now he's back in business.

Yep, Mazza's first adventure for yonks has been worth waiting for. And as if a first hands-on play at E3 wasn't enough, as soon as we got back to the UK, loads more stunning screens arrived at GM towers, revealing new info.

CATCH THE SUN!

We only played six levels at E3, but we have since learned that those Sunshine logos we grabbed after defeating Wiggler will give us access to sub-levels, hidden inside the game, one of which is a Wave Race-style shell surfing adventure. Fantastic.

There are yet more tricks hidden inside that water cannon too. Mazza doesn't have a punch or a kick any more, so he has to find new ways of taking out enemies. You can blast tiny enemies with your water, but if you want to hit a huge beast you'll have to find an object like a beach ball to fire at him.

But despite these new tricks, there are plenty of nods to the past. Yoshi helps Mazza stomp on baddies and there is even a ghost house level rammed with evil boos. Where's little brother, Luigi when you need him?

See, although we love Mazza's lanky bro, Mario Sunshine is bigger and better than *Luigi's Mansion*. Bring on October.

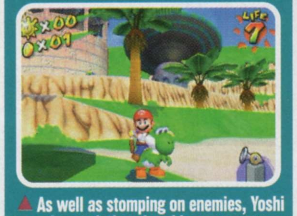
Softography

These guys have also made...

Super Smash Bros Melee	95%
Pikmin	90%
Luigi's Mansion	90%
Wave Race: Blue Storm	90%
NBA Courtside 2002	88%
Super Mario 64	96%

Yes! It's Yoshi!

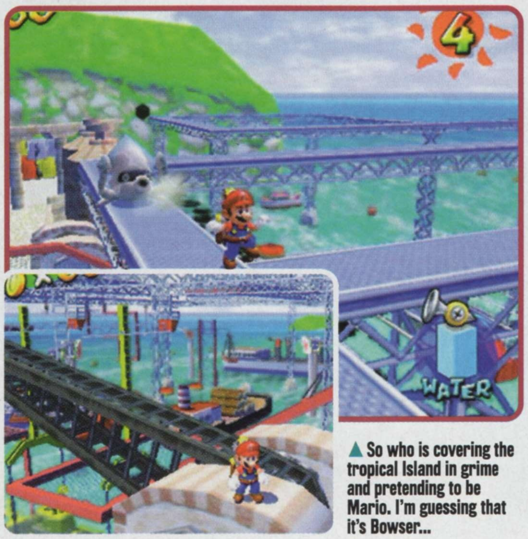
You'll jump for joy when you see an egg for the first time. Why? Because it means it's your first chance to ride Yoshi since *Super Mario World*. Tap open the egg (we don't know how this is done yet) and Yoshi will pop out. And just like in *SMW*, he's got some super-powered boots for stomping on enemies. Brilliant.



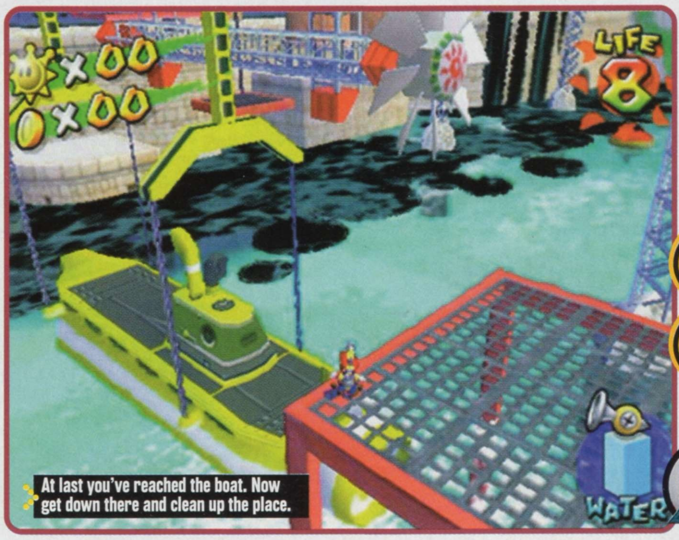
▲ As well as stomping on enemies, Yoshi can also suck them into his green gut.

Mario and the Muddy Port Mystery

The Muddy Port Mystery is perhaps the hardest level so far in Super Mario Sunshine. Mazza has to clean up oil that has leaked from a boat. Sounds simple, but getting around this maze of metal is tough work. Especially when you have to flip frames, walk along tiny platforms and avoid enemies. Then you'll have to find out who is behind all this pollution.



▲ So who is covering the tropical Island in grime and pretending to be Mario. I'm guessing that it's Bowser...



At last you've reached the boat. Now get down there and clean up the place.

First Impressions

Super Mazza Walks on Water

Here we go! The return of Mario was the biggest thing at E3. People were queing around the stand for hours to get their hands on it. And who can blame them.

As we mentioned last month, this is the funnest (Is that a word? It is now!) game ever. And the best news is that this won't be easy like *Luigi's*. Shigsy said this will as big as *Super Mario 64* and after one go on the head numblingly puzzling Muddy Port Mystery it's clear that you'll be playing this beauty for a very long time.

GOOD COP ▸ BAD COP

🙂 It's Mario doing what he does best. Slapping enemies in another huge adventure. It looks amazing too.

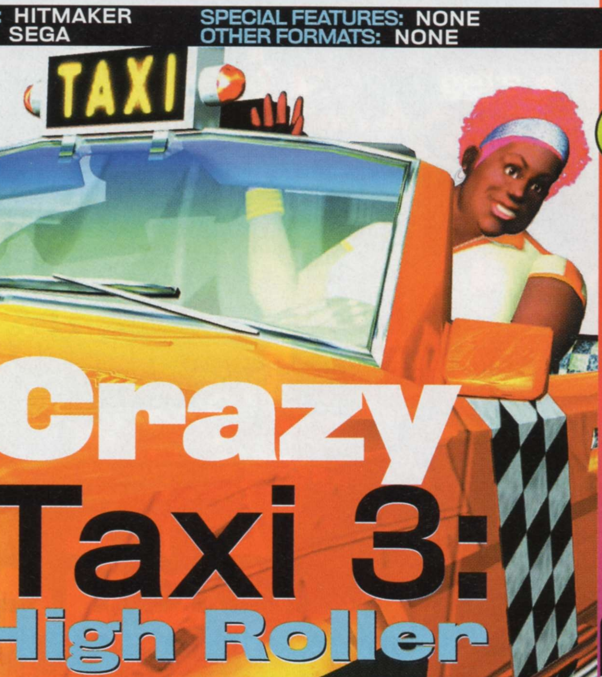
☹ Those lucky Japanese gamers will be playing Mazza this month. We have to wait until October.

WHERE IT'S AT

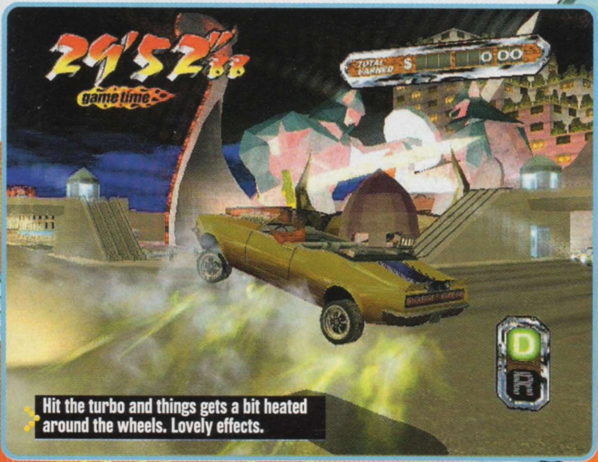
It will be out in Japan this month, so we'll have some more great Mazza moments for you next ish.

OUT: AUTUMN **FORMAT:** XBOX **PRICE:** £45 **DEVELOPER:** HITMAKER **PUBLISHER:** SEGA **SPECIAL FEATURES:** NONE **OTHER FORMATS:** NONE **CALL:** 0208 995 3399 **PLAYERS:** 1

Crazy headlights! It's **who fares wins** time again...but now in the dark! **Mental!**



Crazy Taxi 3: High Roller

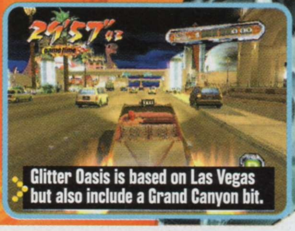


Hit the turbo and things gets a bit heated around the wheels. Lovely effects.

When Crazy Taxi burst on the scene it was spilling over with vim, vigour and a lust for life. It was daft, yellow and simple. Number two came out and it was equally daft but with jumping cars. And the third has...night-time.

Yep, the biggest change is the lack of sun which is necessary to reveal the glittering lights of the new city – Glitter Oasis! The two other cities are slightly tweaked versions from the previous games, so there's not a huge difference to discuss – just expect the same super charged action with the same disrespect for road safety. The big news though is that it will now be Xbox exclusive so only those with the fat controller will be able to see how little it has changed.

There's a feeling at GM that the series may be running out of steam.



Glitter Oasis is based on Las Vegas but also include a Grand Canyon bit.

REVIEWER: Dave Harrison

First Impressions

Same old same old

The jumps are slightly higher and there's some lovely wheel spins where flames lick the wheel as you use the turbo, but playing this second sequel you can't shrug the feeling that it's just going through the motions. That's not to say it's a bad game as it offers the same mental fun as before. But the game always had an arcadey lightweight feel and stretching it over too many sequels could highlight its lack of substance.

GOOD COP BAD COP

Crazy Taxi's unique brand of mini-cab mayhem is always worth half an hour of anyone's time.

Crazy Taxi is such a simple idea that sadly it's beginning to look more tired with each sequel.

WHERE IT'S AT

It'll be out in the States by the time you read this so we're talking the Autumn before we get ours.

OUT: DEC **FORMAT:** PS2 **PRICE:** TBC **DEVELOPER:** CAPCOM **PUBLISHER:** CAPCOM **SPECIAL FEATURES:** ON-LINE **OTHER FORMATS:** NONE **CALL:** 0208 846 2550 **PLAYERS:** 1-2

First Impressions

Make some space on your Christmas list

Two tracks were playable at E3. One was an easy oval and the other was a curly-wurly route through Japan. and you could razz around each at full speed. Now, that's what you expect from an oval track but for the others it suggests a game that's having problems balancing its gameplay difficulty. Hmmm. Fortunately, Capcom still have time to sort this out so we're not unduly worried. As for looks it seems unfair to lump it with the other cel shading titles as the tracks and car animation are unlike anything we've seen before. Expect lots more news on this before winter.

REVIEWER: Dave Harrison

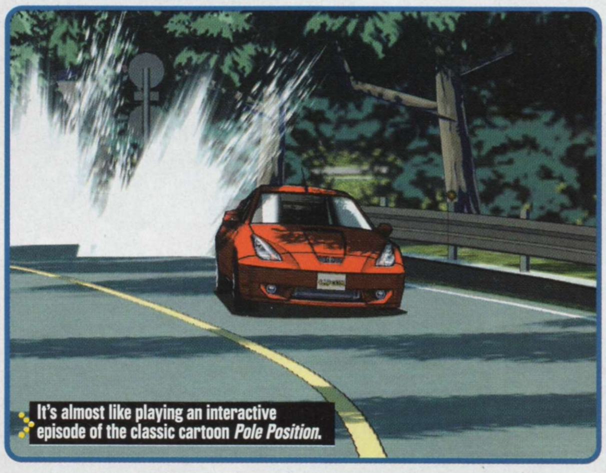
Auto Modellista

Cels bells! We've played the world's first cel shaded serious racer!

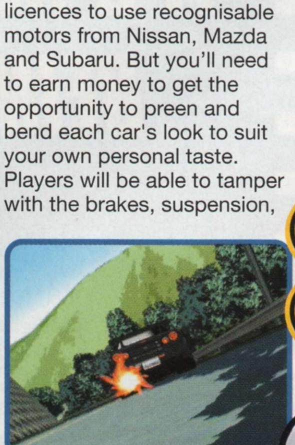
We've learnt to be a bit suspicious of cel shading games. It seems to be a bit of trend to make games look cartoony to add some life to tired ideas. But with *Auto Modellista* we're dealing with Capcom, who are not known to rely on cheap tricks so you'd expect a game that not only looks pretty, but also... now get this...is pretty darned good to play as well.

As well as rattling cars around superbly realised tracks, the other big thrill on offer here is customization. Capcom has acquired the licences to use recognisable motors from Nissan, Mazda and Subaru. But you'll need to earn money to get the opportunity to preen and bend each car's look to suit your own personal taste. Players will be able to tamper with the brakes, suspension, muffler and transmission as well as the more superficial but vastly more satisfying cosmetic touches like mirrors and most importantly of all, go-faster stripes.

And if that isn't enough, there's word that Capcom are hoping to make use of the PS2's on-line capabilities to offer gamers the chance to hang-out, talk tires and race their cars – just like real life inner city boy-racers. But will they offer a car park option?



It's almost like playing an interactive episode of the classic cartoon *Pole Position*.



▲ Them shaded cels give a fantastic sense of cheek-flapping speed.

GOOD COP BAD COP

You can rely on Capcom to come up with something fresh and fragrant to add to the world of driving games.

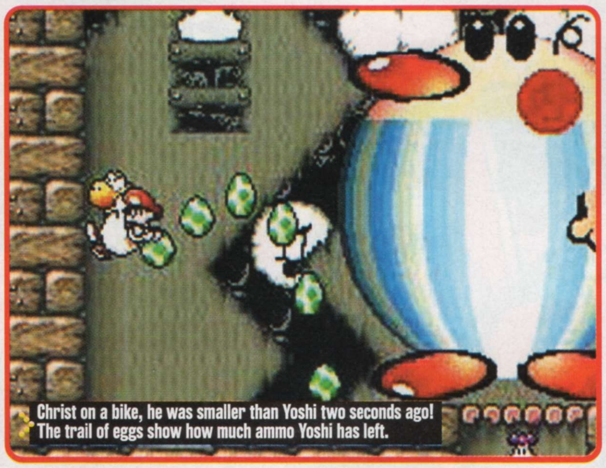
It looks pretty but if it the handling isn't spot on it could be all chassis and no trousers.

WHERE IT'S AT

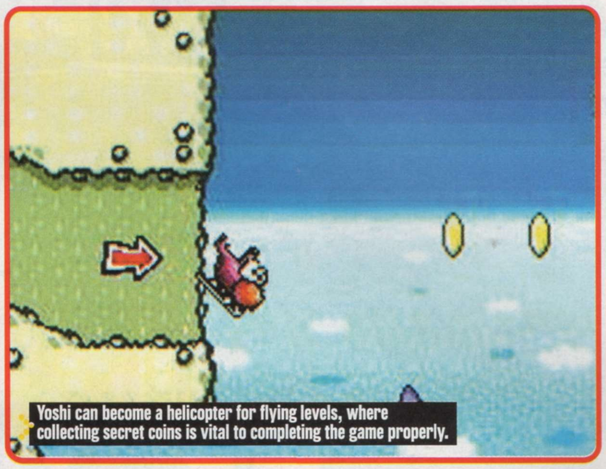
Playable at E3 but will have to wait till sleigh bells are ringing before we have a chance to get involved.

OUT: SEPT
FORMAT: GBA
PRICE: £35
DEVELOPER: NINTENDO
PUBLISHER: NINTENDO
SPECIAL FEATURES: NONE
OTHER FORMATS: NO
CALL: 01932 895 390
PLAYERS: 1-4

REVIEWER: Richard Melville



Christ on a bike, he was smaller than Yoshi two seconds ago! The trail of eggs show how much ammo Yoshi has left.



Yoshi can become a helicopter for flying levels, where collecting secret coins is vital to completing the game properly.

Yoshi's Island

Mario steps aside and lets **egg chucker** Yoshi **take the lead...**

Just like Super Mario Advance 2, Ninty's latest GBA platformer is another update of a SNES classic.

Yoshi's Island was the last great Nintendo 2D platformer and squeezed every ounce of power from the SNES way back in 1994.

Set in a pastel coloured wonderland, a baby Mario rides on Yoshi, looking for lost brother Luigi who has has snatched by Koopas. Each crayon-drawn level allows Yoshi to fire eggs via a targeting system and the ever inventive dino can even zap into unlikely forms. Oddness prevails as small enemies morph into huge bosses and a team of yoshis sing a lullaby at the end of every level.

Ninty have packed in another 4 player game of Mario Bros and if you liked Super Mario Advance 2, this is essential.

Hit A twice and you'll launch one of Yoshi's special coloured eggs.

The early levels feel like a trip through a kids colouring book.

First Impressions

Desert Island Dinos

Yoshi's Island is the most varied 2D platformer you've ever seen. Featuring Shigsy's golden production values and sparkling new gameplay lurking around every corner, Yoshi's Island will keep you happy and amused for months. Paying another visit to Yoshi's Island after so long is teriffic and will remind you of how superb Ninty 2D platformers are compared to the the endless armies of average 3D Mario 64 clones.

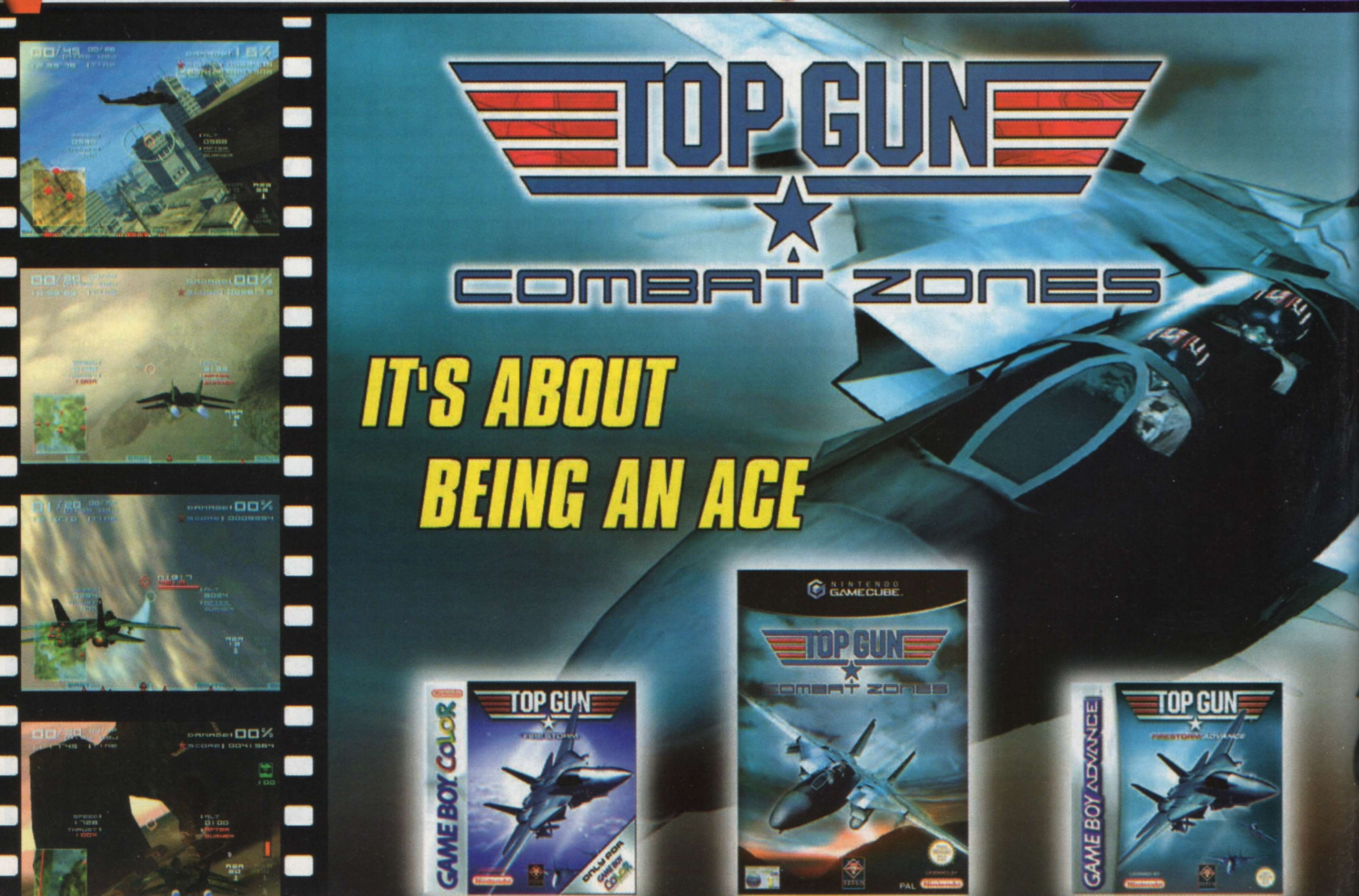
GOOD COP BAD COP

☺ Shigsy gameplay brilliance with added graphical sheen. You'll rarely see a better looking platformer on GBA.

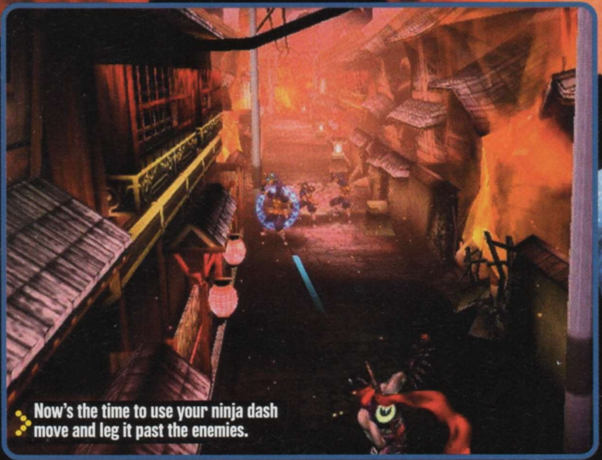
☹ It's another SNES port! Why can't Shigsy create a completely new 2D platformer for GBA. It's all a bit retro!

WHERE IT'S AT

Yoshi's Island: Super Mario Advance 3 will be released in September.

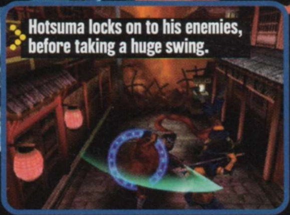


OUT: TBC
FORMAT: PS2
PRICE: £40
DEVELOPER: SEGA
PUBLISHER: TBC
SPECIAL FEATURES: NONE
OTHER FORMATS: NONE
CALL: 020 8995 3399
PLAYERS: 1



Now's the time to use your ninja dash move and leg it past the enemies.

> “...if it gets a bit hairy you can walk on walls...”



Hotsuma locks on to his enemies, before taking a huge swing.

Shinobi

Take that *Tenchu*! Sega's old ninja series gets a 3D makeover and leaps onto PS2!

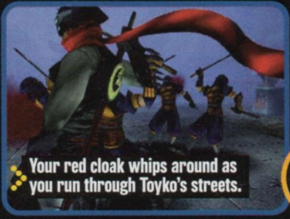
PREVIEWER: Tom East

He who lives by the sword, dies by the sword. That's certainly true of Hotsuma's brother.

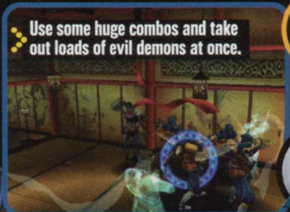
Hotsuma and his bro had a scrap to see who would win a powerful sword. Whoever loses the fight loses his life. Hotsuma won and now, playing as the winning ninja, you've got to take out swarms of demons who're roaming the streets of Tokyo.

The sword was worth fighting for. Not only does it feed on blood, but when you get your *Devil May Cry* style combos going and take out some demons it actually becomes more powerful. And if it's getting a bit hairy you can walk on walls, before using a ninja dash stealth move to avoid enemies and slash them to the ground.

With some hot ninja moves and great looks, *Shinobi* could be a big rival to *Devil May Cry 2*.



Your red cloak whips around as you run through Toyko's streets.



Use some huge combos and take out loads of evil demons at once.

First Impressions

Go for a huge slash

Hotsuma can do stealth better than *Snake Solid*. You don't have to sneak in *Shinobi*. Instead our hero uses his ninja dash to speed past enemies at such a huge pace that they're swiping at thin air. Then, when they're off guard you can get some combos going and even watch replays of your killing spree.

Sega's *Shinobi* was well dodgy on Saturn, but armed with a new sword, this could be one of the surprise hits of the year.

GOOD COP ≫ BAD COP

☺ The sword is good, but Hotsuma's ninja dash move is brilliant, allowing you to avoid enemies without sneaking.

☹ The demo we played was really short. Hopefully the demon slashing action won't get too repetitive

≫ WHERE IT'S AT

The release date has yet to be confirmed, but hopefully we'll be playing *Shinobi* by Crimbo.

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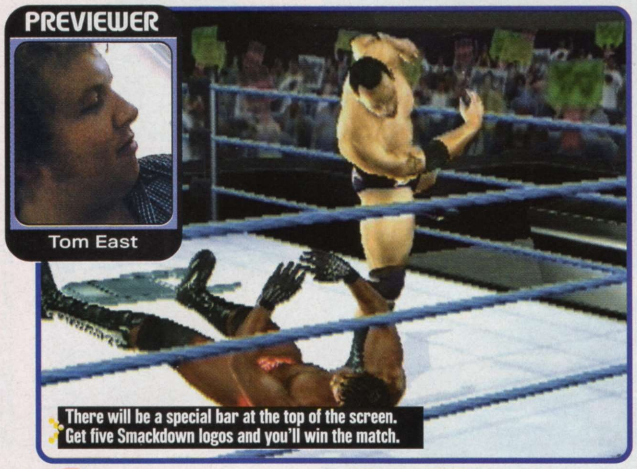
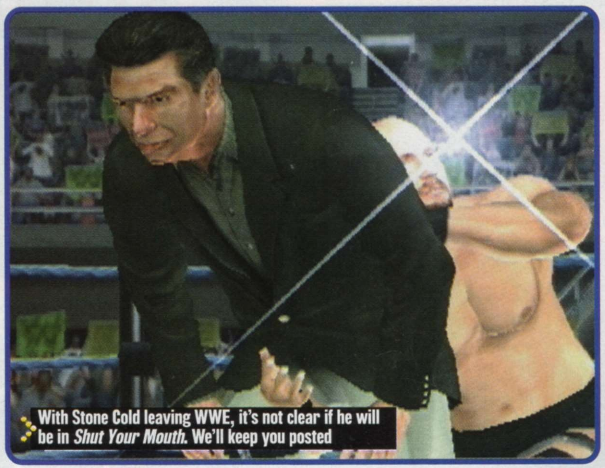
OUT: NOV
FORMAT: PS2
PRICE: £40
DEVELOPER: YUKES
PUBLISHER: THQ
SPECIAL FEATURES: NONE
OTHER FORMATS: NONE
CALL: 01483 767656
PLAYERS: 1-6



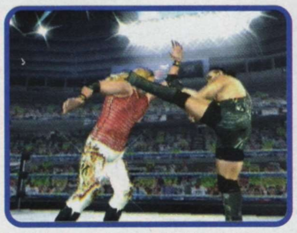
PREVIEWER

Tom East

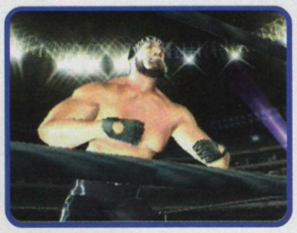
There will be a special bar at the top of the screen. Get five Smackdown logos and you'll win the match.



With Stone Cold leaving WWE, it's not clear if he will be in *Shut Your Mouth*. We'll keep you posted



▲ Rob Van Dam's holds Christian's head and boots in the face. You can do all his spinning kicks and flips in *Shut Your Mouth*



▲ Former WWF champ Hulk Hogan is looking better (and older) than ever here! Whether he'll be good enough to take on the likes of Triple H remains to be seen.

SmackDown! Shut Your Mouth

SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE!

Rob Van Dam returns to take on **Triple H** and co in the **biggest Smackdown! yet...**

It will take more than a bunch of panda lovers to mess with our wrestling. The World Wildlife Fund may have forced the name change, but WWF (sorry, WWE) *SmackDown!* is back and it's looking bigger and better than ever.

You've only got to check out the roster to see that this is going the be the biggest *SmackDown!* yet. This time you won't have to fiddle around and create Rob Van Dam because they're he's in the ring from the off. It's not clear if Stone Cold will be here, but Booker T, Stacy Keibler, Shawn Staisiak, Ric Flair and the legendary Hulk Hogan have signed up. Stick that in your old man's pipe and smoke it, *Legends of Wrestling*.

We played as RVD at E3 and the fighting is more strategic this time as instead of bashing buttons, you'll be using a special reversal button to reverse those grapples. Also if you grapple whilst holding a table you'll slam your opponent down on top of it in one move. Nice!

SLOBBERKNOCKER

There are more battle modes too. There's Elimination Tag (you'll win when you pin), Captain Tornado Six Man Tag and Slobberknocker Anywhere (backstage endurance matches).

Wrestlemania X8 may be better looking, but with its huge list of features, Shut your Mouth will take some beating.

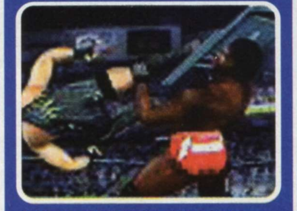
Softography

These guys have also made...

WWF SmackDown!	92%
WWF Smackdown! 2	93%
WWF Smackdown! JBI	85%
WWF Royal Rumble	63%
Touken Retsuden 3	81%
Powermove Pro Wrestling	35%

Have a Seat!

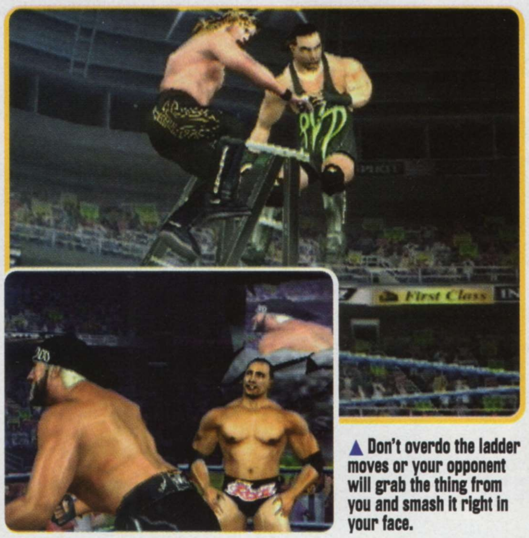
Twatting your opponents with a chair has always been a laugh, but it's even better now you can perform grapples on them too. Press the grapple button near a chair and you'll pick it up and give your opponent a DDT with a difference. And that difference is a few pounds of plastic in the face.



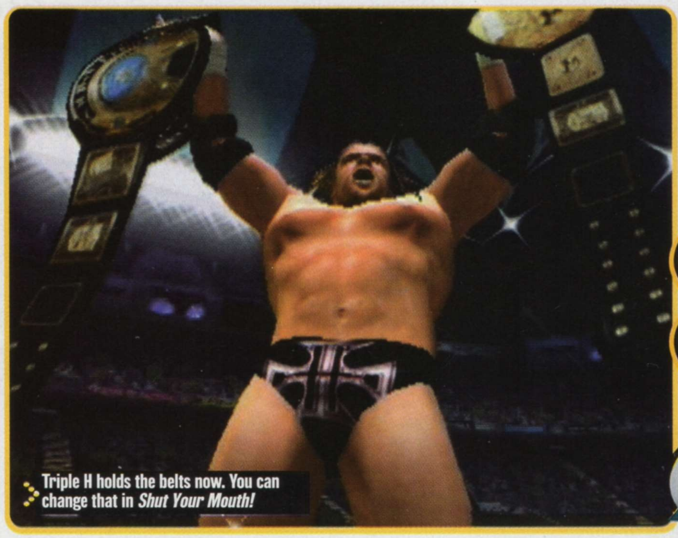
▲ Boot a rival rassler whilst he is holding a chair and he'll be floored.

The Return of RVD

Probably the most created wrestler in Just Bring It, Rob Van Dam is back in the ring with a loads of rasslin' moves tucked in his pants. His Legdrops, Five Star Frog Splashes and Twisting Senton's are all totally realistic, which is more than can be said for Hogan's new leapfrogging moves. Unlike previous Smackdown games, you'll have some strategic scraps.



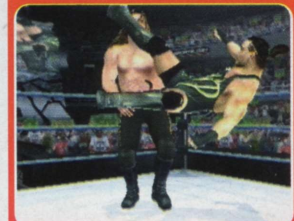
▲ Don't overdo the ladder moves or your opponent will grab the thing from you and smash it right in your face.



Triple H holds the belts now. You can change that in *Shut Your Mouth!*

First Impressions

Lets Layeth the Smacketh Down!



With Rob Van Dam back in the ring with The Rock and Triple H, *Shut Your Mouth!* is everything you could ever want from a wrestler.

For starters it looks great. We only saw an exhibition grapple, but the Rock was looking smoother than ever and we didn't see many jagged edges on the ropes. But the best news is the improved Story Mode which has you starting at the bottom, before winning championhsips, earning money and joining tag teams. Grapple fans - it sounds brilliant.

GOOD COP BAD COP

☺ You won't find as many modes and wrestlers in any other wrestling game. Simply incredible.

☹ Hollywood Hogan. Hasn't the tache man had his day yet? Bring on Rob Van Dam though.

WHERE IT'S AT

As usual SmackDown will be out in November, so slap it on your Christmas wish list now.

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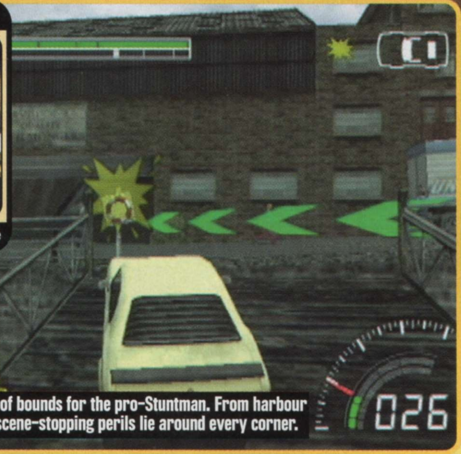
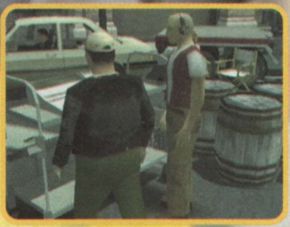
OUT: SEPT
FORMAT: PS2
PRICE: £40
DEVELOPER: REFLECTIONS
PUBLISHER: INFOGRAMES
SPECIAL FEATURES: NONE
OTHER FORMATS: NONE
CALL: 0208 222 9700
PLAYERS: 1-2

PREVIEWER

Richard Melville



Nowhere is out of bounds for the pro-Stuntman. From harbour to warehouse, scene-stopping perils lie around every corner.



Before each scene, you see extras and producers running around while the director gives you a full brief.

Stuntman

UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOT

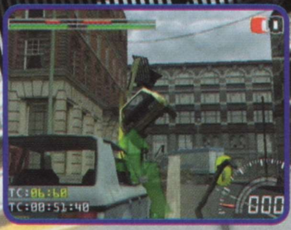
Under the bonnet of the latest **car-crushing** movie blockbuster...

After *Destruction Derby* and *Driver*, it was only natural that Reflection's next game would involve more car-based mayhem. *Stuntman* is an original concept based on recreating set stunts from six fictional movies.

Each level has a set number of scenes to complete and once you've cracked a level, you'll get to watch a rendered movie trailer with real time replays of your stunts. GM's hands-on test of *Stuntman* has revealed that there's much more than merely being a movie stuntman. Head to the Stunt Arena mode and you can bask in the glory of all the cars and toys you've unlocked and use the Stunt Constructor to pile up cars, ramps and barrels for your crowd pleasing show.

BUNCH OF STUNTS

They've even included a Driving Game section with a stunt course involving insane 360-degree loops and frighteningly high ramps. Free from the need to do retakes and follow a strict path through Egypt's sand-blown deserts or London's narrow winding streets, the driving games are a mad dash where you don't have to worry about how you look on camera. With a unique balance between deliberately wrecking your car in the Stunt Constructor mode and trying to keep it in one piece for your latest flick, any worries about this being too scripted have been put to rest. Not only does *Stuntman* have a huge selection of game modes, but there's also heaps of unlockable stunt clips and a *Driver 3* trailer!



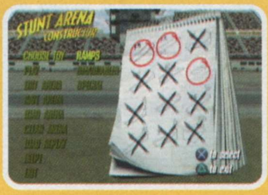
Trash your car and you'll get a lower rating and risk of running out of time.

Softography
These guys have also made...

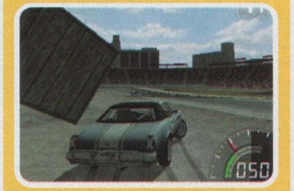
Driver	91%
Driver 2	92%
Destruction Derby	82%
Destruction Derby 2	90%

DIY Stunts!

Fed up of following the script? Then why not head to the Stunt Constructor mode where you can leap over 60 cars, perform suicidal drops and make an Alton Towers beating rollercoaster ride?



As you complete each scene, new ramps and smashable items will appear.



Once you've made a killer stunt track give it to your mates on a memory card.

First Impressions

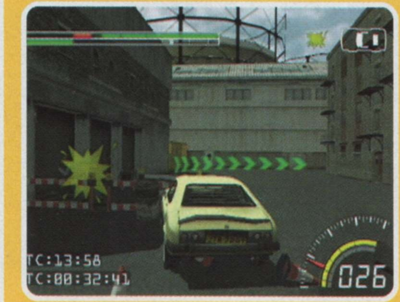
Get ready for the ride of your life!

TC:21:25
TC:00:24:75
000

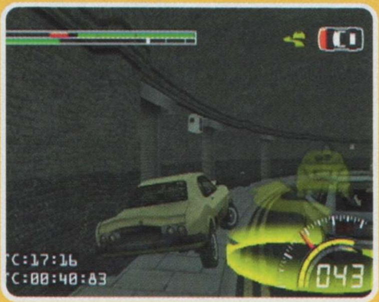
The life of a stuntman didn't originally sound as exciting as playing a real Aston Martin owning James Bond but GM's fears of *Stuntman* being a lesser game than *Driver* have disappeared. It's not the next *GTA 3* and it's nothing like *Driver* either, but don't let that put you off what is set to be a longevity-packed game based around two simple concepts: films and cars. From the DVD front-end menu to the final take of your ultimate stunt, *Stuntman* promises to put you in the driving seat.

Fruit Stall Owners Beware... Action!

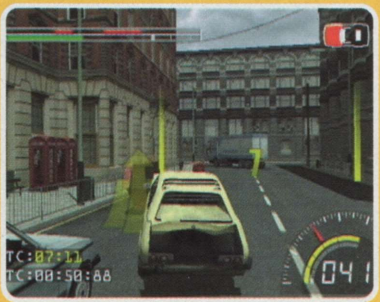
During each level, a director will yell directions and tell you whether you've got to to do a handbrake turn, barrel roll or kamikaze leap at the next corner. Yellow timer icons will appear on obstacles such as boxes and ramps. Make sure you hit them in time. There are some bonus stunts but miss the big set pieces and you have to do it all again. Do you think it's worth us looking out for big piles of cardboard boxes, fruit stalls and men carrying large sheets of plate glass?



When you see yellow, head towards the sign and blast through the bins. The director will tell you what to do next.



Tunnels and busy roads require you to overtake marked cars but if you crash you start the scene again.



End of scene stunts often end with your car completely wrecked, Jump over the skip and get ready to roll!

GOOD COP BAD COP

Loads of game modes and atmospheric movie scenes mean that *Stuntman* will last for months.

The early stunts are pretty easy but the on-the-fly directions are sometimes a touch confusing.

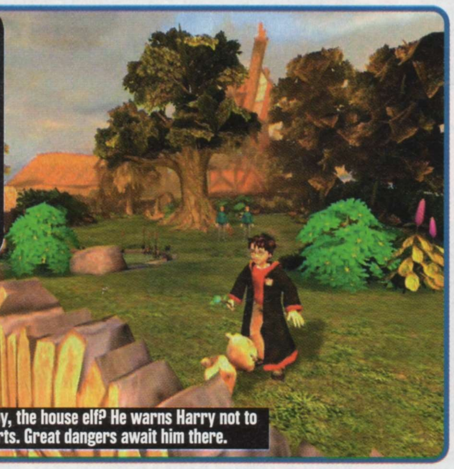
WHERE IT'S AT

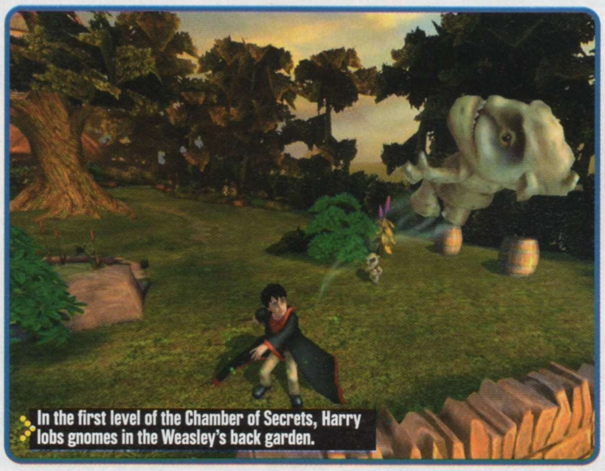
Final DVD extras are being added to *Stuntman*, ready for a September release.

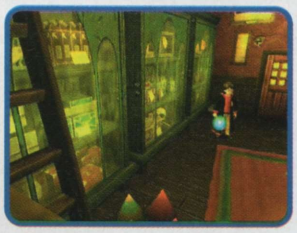
OUT: NOV
FORMAT: PS2
PRICE: £40
DEVELOPER: ARGONAUT
PUBLISHER: EA
SPECIAL FEATURES: NONE
OTHER FORMATS: GC, XBOX, PS, PC, GBA, GBC
CALL: 01932 450 000
PLAYERS: 1

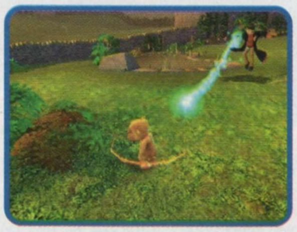
PREVIEWER

Tom East


Could this be Dobby, the house elf? He warns Harry not to go back to Hogwarts. Great dangers await him there.


In the first level of the Chamber of Secrets, Harry lobs gnomes in the Weasley's back garden.


Harry Potter checks one of the Dark Arts shops in the Xbox version. Borgin and Burkes sell some very dodgy items here.


Unlike in the *Philospher's Stone*, you can cast spells on the run. In this GC shot, Harry zaps a house elf.

Harry Potter and the Chamber of Secrets

RST SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW GAME! ♦ FIRST SHOTS! ♦ NEW G

One down, **six games to go.** You won't **get rid** of the **boy who lived** that easily...

Hands up who hates Harry? We know that speccy boy wizard isn't on Voldemort's Christmas card list, but The Philosophers Stone was voted as the worst game of 2001 in GM's Readers Poll.

And considering that The Chamber of Secrets is probably the Rowlster's weakest book, this will have to be the biggest comeback since young Potter clinched the Hogwarts house cup.

GET SLYTHERIN

But the good news is that this is looking far better than the *Philosopher's Stone* and it looks like being a lot tougher then his toddler friendly debut. Yep, Argonaut reckon it will take around 20 hours to find out the true identity of the Heir of Slytherin and open up *The Chamber of Secrets*.

We played one level at E3 which had us using a zapping spell to stun house elves before lobbing them through the air like cabers. It seemed pretty simple, but it was fun and later on you'll be flying cars, scrapping with Aragog the spider and playing Quidditch.

The developers are promising *Zelda* levels of platform goodness. That may not the the case, but with a touch next gen polish, this shouldn't be topping those 2002 worst game polls.

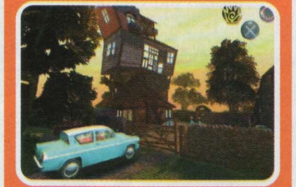
Softography

These guys have also made...

Croc	59%
Croc 2	61%
Harry Potter PS	61%
Alien Resurrection	90%
Emperor's New Groove	54%
Malice: Kat's Tale	NA

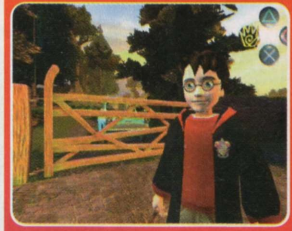
Take it Weasley!

This should be one of the best bits of the game. Late for school you have to fly the Weasley's car to Hogwarts. Hopefully it will be easier than flying the Dodo in *GTA 3*. What will social services have to say about it is unclear.


This is a re-creation of the Weasley's house from the film. Looks like a dump!

First Impressions

Is the Potter boy all growed up?

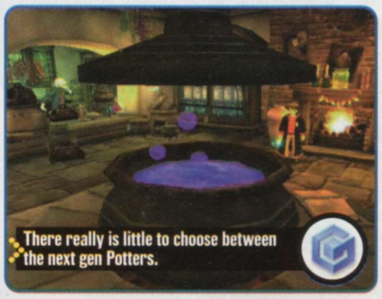


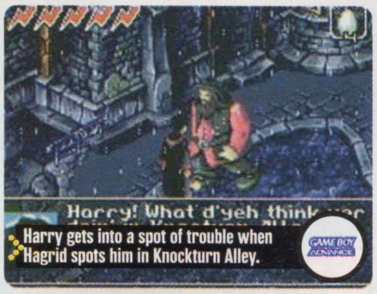
Is Harry Potter growing up? Well, he's a year older and has to learn more advanced spells, but this still looks like it should come with a made for kids warning.

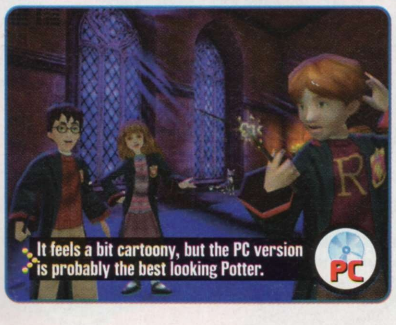
The first section we played at E3 looked really easy as you fling little gnomes across a field, but it picks up on the second level as you use your spells to chop ropes and sort out a group of house elves. Flying Mr Weasley's car should be a bit of a lark though.

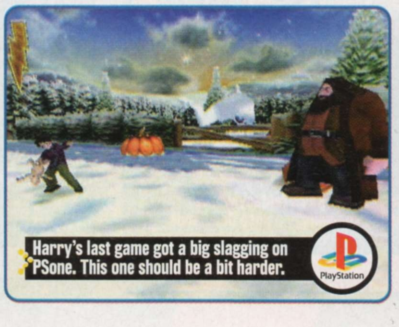
Multi-Format Potter!

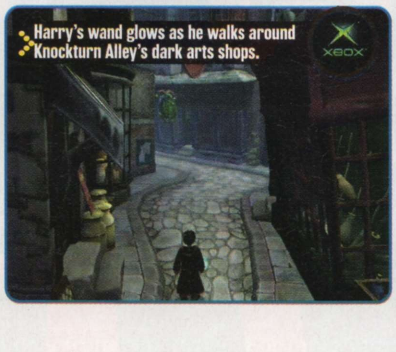
There's is no getting away from Harry. He is going to be on every single format this Christmas. The Xbox, PC and Gamecube versions are identical, but the ones we're most looking forward to are the handheld versions. Whilst *The Philosopher's Stone* was pants on PSone, the handheld versions were top quality. Once again the GBC game will be a huge RPG, which has you casting spells and collecting Witches and Wizard Cards. Finally the GBA adventure will link up with the GameCube version, so you can transfer maps, magical items and secret spells.


There really is little to choose between the next gen Potters.


Harry! What d'yeh think yer
Harry gets into a spot of trouble when Hagrid spots him in Knockturn Alley.


It feels a bit cartoony, but the PC version is probably the best looking Potter.


Harry's last game got a big slagging on PSone. This one should be a bit harder.


Harry's wand glows as he walks around Knockturn Alley's dark arts shops.

GOOD COP BAD COP

☺ Argonaut have had a sneak peek at the film sets and it shows. *The Chamber of Secrets* is looking pretty special.

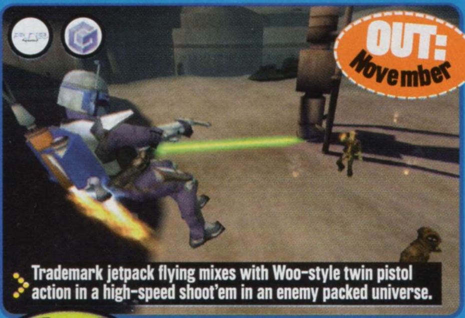
☹ The two levels we played were a bit simple. It may be longer than Potter's prior adventure, but will it be harder?.

WHERE IT'S AT

The game will be released in late November, around the same time as the film.

Bounty Hunter

Gun for hire and dad of the deadly Boba, Jango Fett earns a crust fighting scum in the *Phantom Menace* era. Hunting down a cult leader you follow Fett through 18 missions in six *Star Wars* worlds.



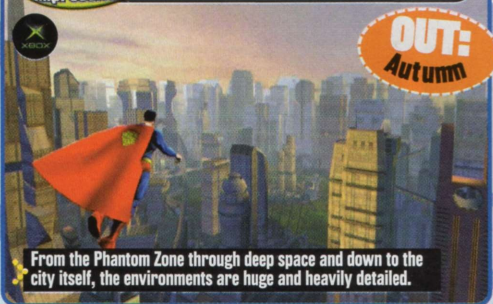
Trademark jetpack flying mixes with Woo-style twin pistol action in a high-speed shoot'em in an enemy packed universe.

First Impressions An all-action shooter that looks like being one of the best console *Wars*.

Superman: Man Of Steel

Krypton's favourite son protects and serves the innocent citizens of Metropolis against the likes of Metallo, Lex and a host of renegade robots in 15 levels of DC Comic scripted adventure. Avert disaster, punch through steel and use that x-ray vision to beat the baddies in and above the city, all in this one player Infogrames adventure.

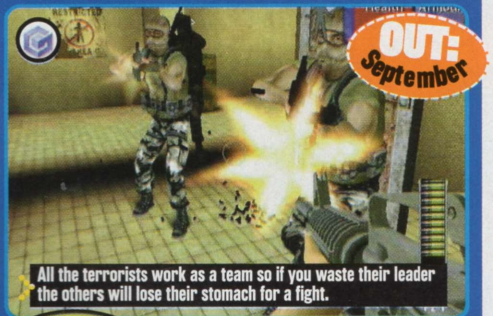
First Impressions A promising superhero shooter full of *ZOE* style flying fisticuffs.



From the Phantom Zone through deep space and down to the city itself, the environments are huge and heavily detailed.

Die Hard: Vendetta

Say yes to the vest with Sierra's mouthy FPS. Using stealth and violence, McClane can sneak, swing and squeeze through gaps as he takes down terrorists dispensing witty comments as he caps them all.



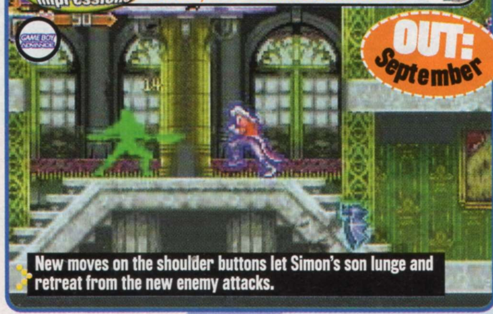
All the terrorists work as a team so if you waste their leader the others will lose their stomach for a fight.

First Impressions Looks set be claim the prize of greatest FPS to appear on the 'Cube.

Castlevania: Harmony Of Dissonance

Like father like son, Juste Belmont returns to the demonic dungeons with his dad's whip and magical powers for another crack at Drac. 12 relics need to be recovered along with five spell books that let you build up the magic to face the king of the coffin dodgers himself. 80 types of enemies block your way in this improved update.

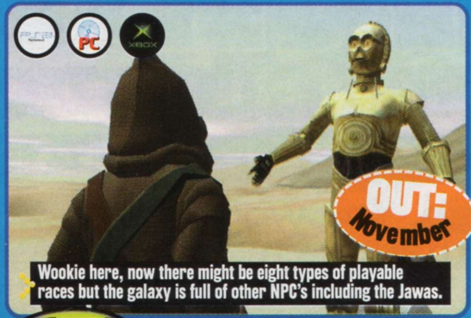
First Impressions Brighter and better looking than before, this is classic *Castlevania*.



New moves on the shoulder buttons let Simon's son lunge and retreat from the new enemy attacks.

Star Wars Galaxies

An immense online RPG with players from across the world being able to live the life of characters from a rookie X-Wing pilot to a Wookie in a universe reeling after the destruction of the first Deathstar.



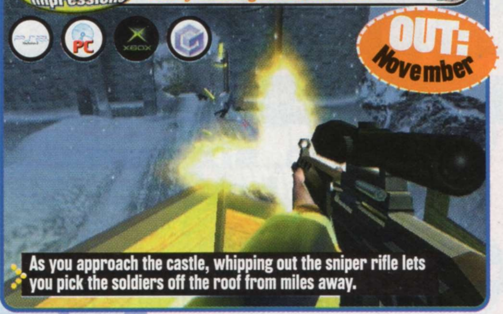
Wookie here, now there might be eight types of playable races but the galaxy is full of other NPC's including the Jawas.

First Impressions Amazing looking worlds and aliens, if the online works it will be incredible.

007 Nightfire

The gent returns in another movie-free Bond FPS this time with added sneakiness. Rely on gadgets or guns to make your way through the game but either way there are ten locations to explore including deep space and underwater. Now chuck in new girls, more weapons than ever before and a four player mode, and we can't wait.

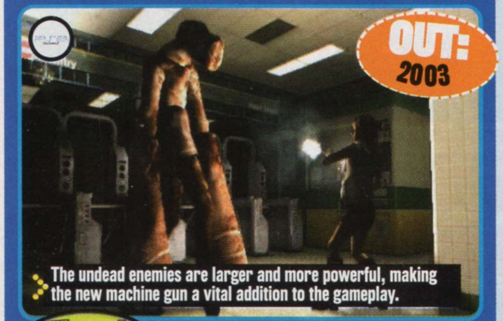
First Impressions It looks more stealthy, thoughtful and classy than *Agent Under Fire*.



As you approach the castle, whipping out the sniper rifle lets you pick the soldiers off the roof from miles away.

Silent Hill 3

More creepy goings on as our new hero Heather sets out for a day's shopping but ends up fighting for her own survival in this spooky town – now full of new weapons and bigger beasts than ever before.



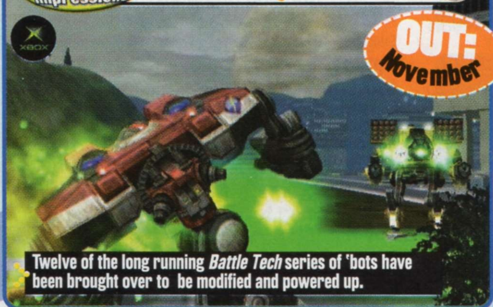
The undead enemies are larger and more powerful, making the new machine gun a vital addition to the gameplay.

First Impressions A new star and an action angle could make this the best of the series so far.

MechAssault

All is not fair in love and robot wars. Well, perhaps not if you are at the controls of a 100 ton Battle Mech and your three other split-screen buddies or online opponents are in titchy 30 toners. But who cares because you can still rack up 20 riveting missions and enjoy the power to reduce whole cities, towerblocks and bridges to rubble.

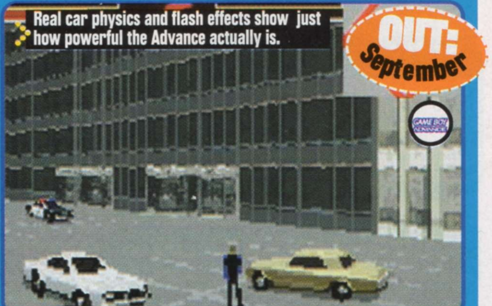
First Impressions Fast paced all-action robot wars make this more exciting than other mechs.



Twelve of the long running *Battle Tech* series of 'bots have been brought over to be modified and powered up.

Driver 2 Advance

Tanner hits the streets again in a car-crushed version of the PSone classic. You still get the full underworld story plus a new four-player link-up and the original cop dodging, trailblazing, mini-games.



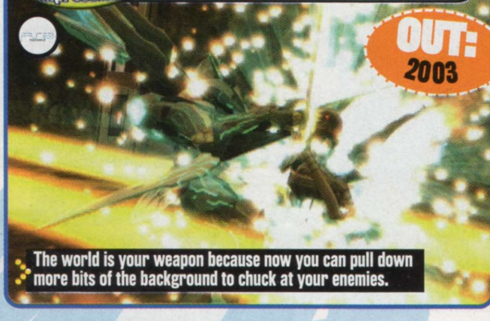
Real car physics and flash effects show just how powerful the Advance actually is.

First Impressions The cut-scenes have gone but so much of the rest has stayed it looks great.

Zone of the Enders 2

Keeping Kojima busy inbetween *Snake*'s tales is the second appearance of the robot warlords. Cel shaded and offering more variety in the 'bot battles you can now fight the frames on the surface of Mars and even in deep space. With more mechs, missions and an action slant, this time *ZOE* shouldn't need a *Metal Gear* demo to shift it.

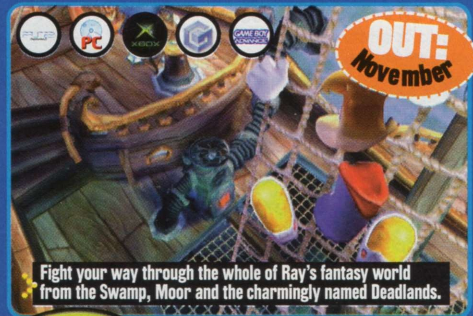
First Impressions Amazing to look at, *ZOE 2* sill needs to solve the original's boring battles.



The world is your weapon because now you can pull down more bits of the background to chuck at your enemies.

Rayman 3: Hoodlum Havoc

Long serving PlayStation platformer goes cross-console in another ear-spinning adventure. A new combat system is included to deal with the swarming enemies of the Dark Lums and those Hoodlums too.



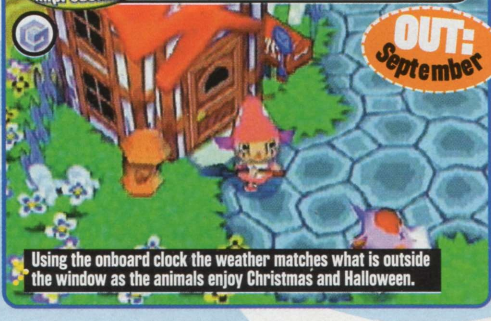
Fight your way through the whole of Ray's fantasy world from the Swamp, Moor and the charmingly named Deadlands.

First Impressions Improved looks seem to hid a similar scrape to the legless guy's last game.

Animal Crossing

Learn all about the birds and the bees as they become your neighbours in this tale of life in a small woodland town. Spend your days communicating with other creatures and consoles as you plug the 'Cube into a GBA to download NES classics or an e-Reader to download an extra island and some new songs from your swaps.

First Impressions A strange mix of *The Sims* and *Pokémon* that is full of old NES titles.

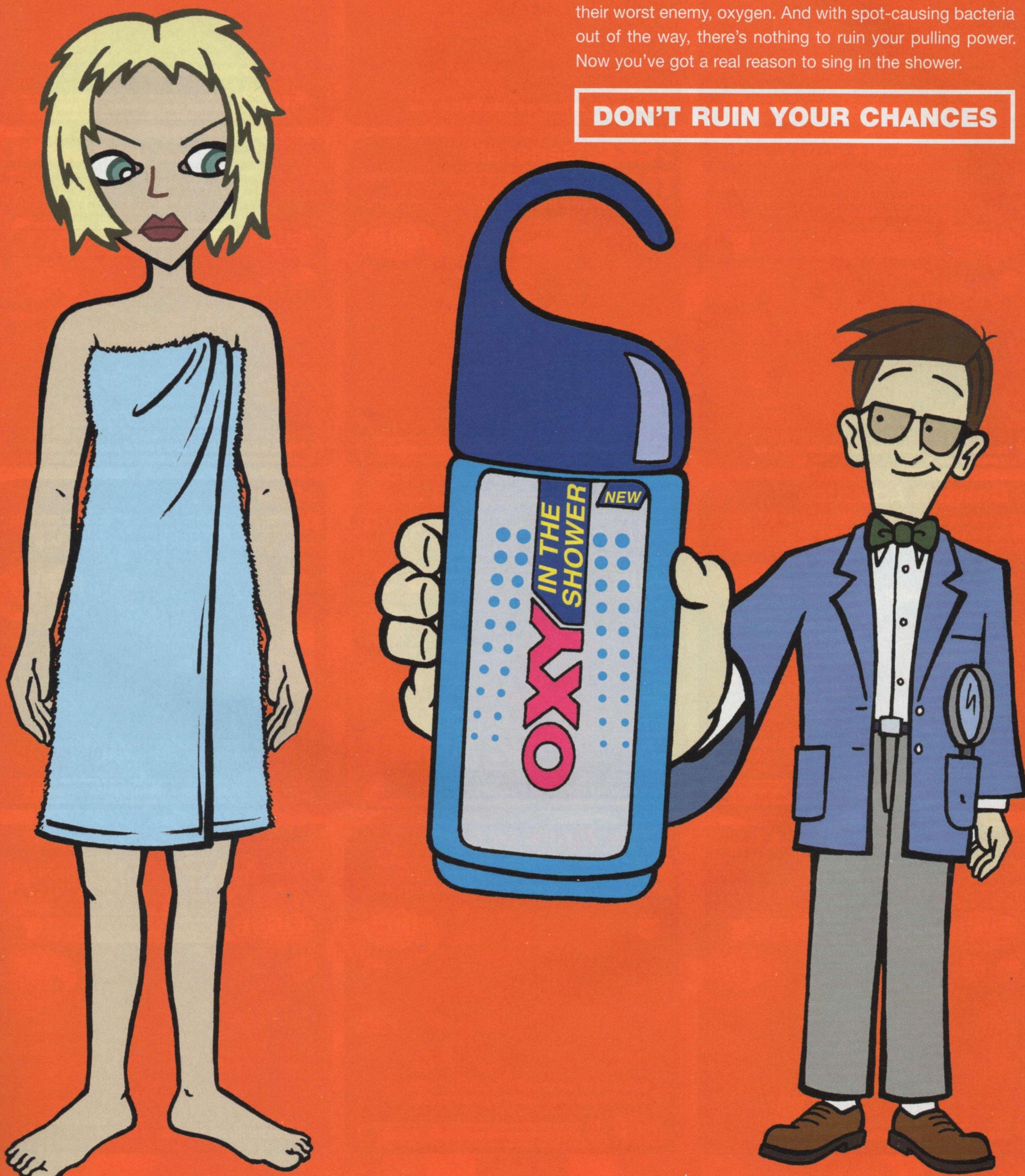


Using the onboard clock the weather matches what is outside the window as the animals enjoy Christmas and Halloween.

HELPS SORT OUT SLEEPY HEADS AND BLACK HEADS

Now you can wake yourself up with a morning wash that helps prevent spots like the rest of the OXY range. New OXY in the Shower has the same OXY cleansing action that opens up pores to the air and exposes spot-causing bacteria to their worst enemy, oxygen. And with spot-causing bacteria out of the way, there's nothing to ruin your pulling power. Now you've got a real reason to sing in the shower.

DON'T RUIN YOUR CHANCES



Available only from superdrug. For more information visit www.oxy.co.uk

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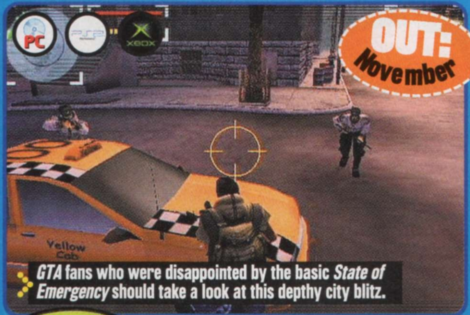
Freedom: Battle For Liberty Island

EA's war sim takes place on the streets of America at a time when Russians have invaded and killed the President. Opting for a turn-based or real-time play, you control a loyal team of US citizens.



OUT: November

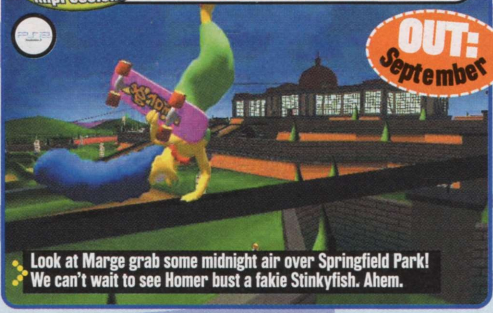
GTA fans who were disappointed by the basic *State of Emergency* should take a look at this depthy city blitz.

First Impressions An original war game plus *GTA* levels of violence equals mindless fun.

Simpsons: Skateboarding

Springfield residents have turned their city into a skate park to make way for their annual skating championship. Bart, Marge and Homie pull off comedy stunts like Homer's Stinkyfish in a bid to unlock hidden characters and win the $99,000 first prize. The trick mode lets you flipkick over the Kwik E Mart and grind over Mr Burns' home!

First Impressions After *Wrestling* and *Road Rage*, this could be another average cash in.

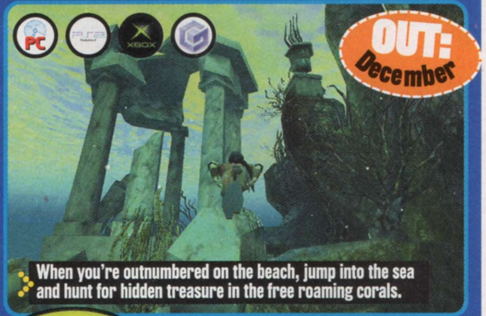


OUT: September

Look at Marge grab some midnight air over Springfield Park! We can't wait to see Homer bust a fakie Stinkyfish. Ahem.

Galleon

The swashbuckling, back flipping, sea faring platformer is due to hit consoles in time for Christmas. Created by the man behind Lara, the combat adventure is intended to be a departure from *Tomb Raider*.



OUT: December

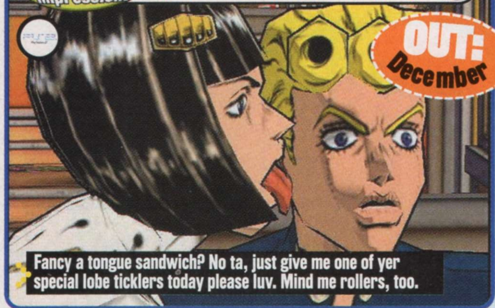
When you're outnumbered on the beach, jump into the sea and hunt for hidden treasure in the free roaming corals.

First Impressions Looks blocky and sprawling. PS2 owners have better to look forward to.

Jo Jo's Bizarre Adventure

Not so much an adventure as a psychedelic scrolling beat-'em-up which gives the Japanese comic book characters the ability to stretch and jump through walls! Each level gives a character a new fighting style and combined with the unique cel-shaded visuals, *Jo Jo's Bizarre Adventure* stands out as the craziest game of E3.

First Impressions Confusing gameplay but a wacky plot and mad characters are interesting.

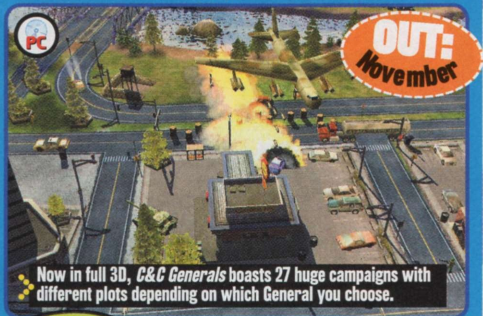


OUT: December

Fancy a tongue sandwich? No ta, just give me one of yer special lobe ticklers today please luv. Mind me rollers, too.

C&C: Generals

Take control of one of nine generals and solve their unique problems with real time war. 60 new units and futuristic weapons are included so air and urban scrapping scenes look worryingly realistic.



OUT: November

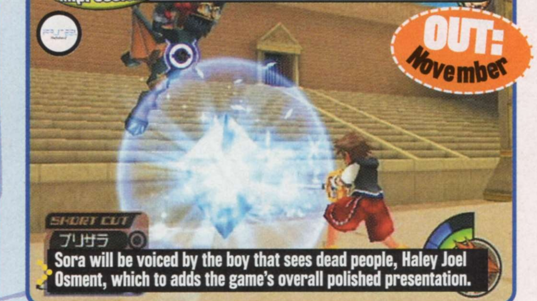
Now in full 3D, *C&C Generals* boasts 27 huge campaigns with different plots depending on which General you choose.

First Impressions Bulging with new units, ideas and varied campaigns for each General.

Kingdom Hearts

Watch over 100 Disney characters battle in a Square action RPG which includes *Final Fantasy* characters Tidus and Selphine! You play young lad Sora, searching for his mates after his home is wrecked by a storm. Goofy and Donald are on hand to help during real time battles but also seek King Mickey to restore order to Disney Castle.

First Impressions A strange partnership but a good introduction to RPGs for beginners.

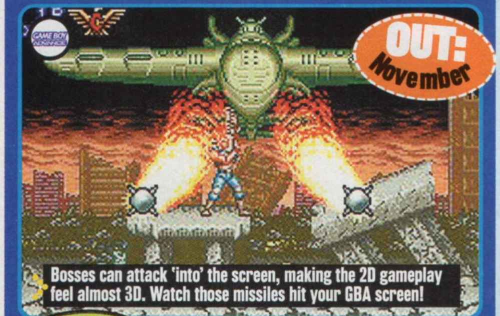


OUT: November

Sora will be voiced by the boy that sees dead people, Haley Joel Osment, which to adds the game's overall polished presentation.

Contra Advance

Konami are reworking their intense SNES blaster for GBA, adding new levels to the *Metroid* style future war. The eight way shooting features air strikes and full screen rotation. A true Konami classic.



OUT: November

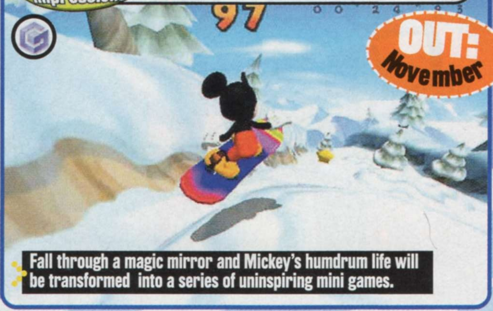
Bosses can attack 'into' the screen, making the 2D gameplay feel almost 3D. Watch those missiles hit your GBA screen!

First Impressions A proven classic with new levels and a link up mode make this a winner.

Magical Mirror Starring Mickey Mouse

The fun loving mouse has only gone and fallen through his magical mirror and lost his way in a parallel universe! Mickey has to trick and sneak past enemy ghosts to find missing parts of the mirror. Mini-games include a snowboarding level and you can perform a GBA link up with Disney's *Magical Quest* to reveal clues.

First Impressions Unlikely to worry *Mazza* or *Luigi*. *Rayman* should be afraid, however.

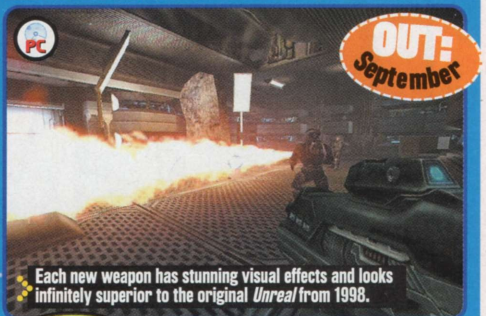


OUT: November

Fall through a magic mirror and Mickey's humdrum life will be transformed into a series of uninspiring mini games.

Unreal 2

PC owners left sulking in the corner after Xbox owners enjoyed the delights of *Halo* should pay attention. Unreal 2 includes 26 new enemies, a cinematic plot and NPC squad members with killer AI.



OUT: September

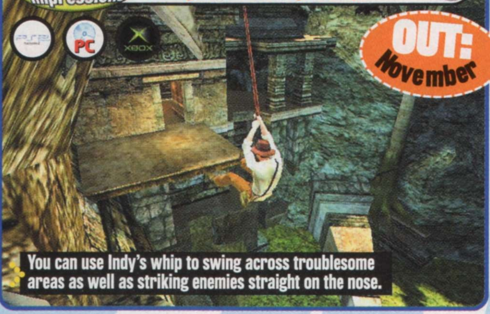
Each new weapon has stunning visual effects and looks infinitely superior to the original *Unreal* from 1998.

First Impressions For solo FPS fans, *Unreal 2* is second only to the incoming *Doom 3*.

Indiana Jones: And The Emperor's Tomb

This new Indy adventure isn't based on any of the films and sees Indy searching the world for ancient pearls. The handsome whip cracker has got a female assistant called Mei Ying who helps Indy swing between the castles of Prague and a mountain fortress in China. The *Tomb Raider* action also involves Indy's swastika waving enemies.

First Impressions Standard globe trotting Lara action with good use of Indy's whip.

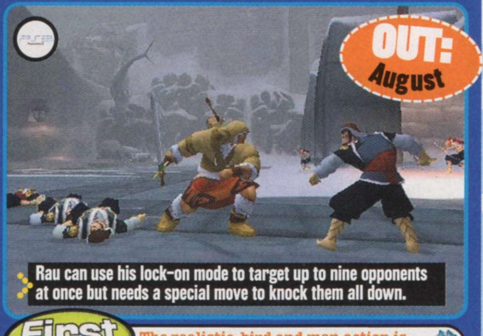


OUT: November

You can use Indy's whip to swing across troublesome areas as well as striking enemies straight on the nose.

The Mark of Kri

Set deep in free roaming forests, you take the role of barbarian warrior Rau and his helpful bird Kuzo. Kuzo can be used to glide above levels and spot danger before Rau steathily moves in for a kill.



OUT: August

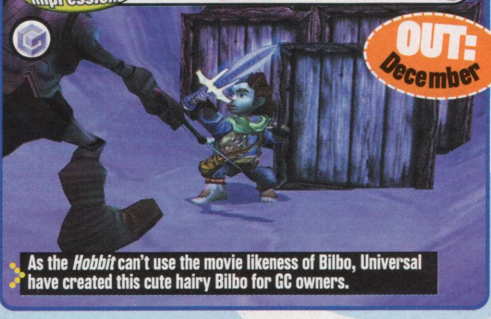
Rau can use his lock-on mode to target up to nine opponents at once but needs a special move to knock them all down.

First Impressions The realistic bird and man action is the kind of originality we want to see.

The Hobbit

After *Lord of The Rings*, *The Hobbit* is Tolkien's next epic novel to make it to a console. Taking the role of Bilbo Baggins, you'll meet familiar movie characters such as Gandalf and Gollum in this arcade based adventure. The arcade theme even includes a *Pokémon* style Stonelord collecting game, where you battle friends.

First Impressions A downsized cute version of *LOTR* with recognisable characters.



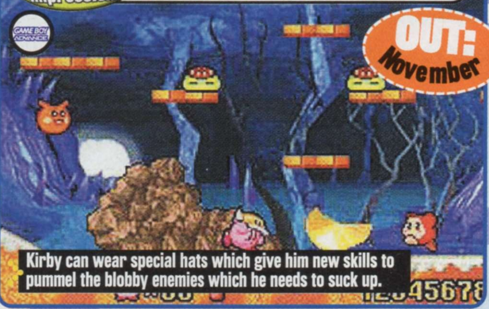
OUT: December

As the *Hobbit* can't use the movie likeness of Bilbo, Universal have created this cute hairy Bilbo for GC owners.

Kirby GBA

Years after *Kirby* landed on GB, Ninty have brought the pink balloon boy back to life in a new GBA platformer. Appearing as a *Mario Land* style adventure, *Kirby* can blow and suck up enemies as well as using items such as umbrellas to become airborne. One power up lets *Kirby* use Link's sword while wearing his trademark green cap!

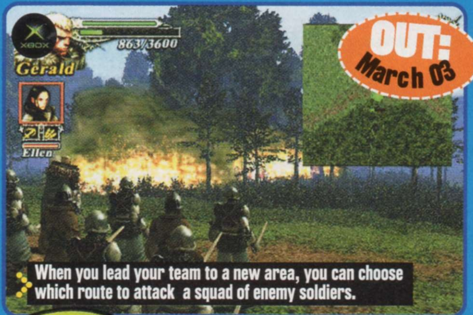
First Impressions A classy original Ninty platformer rather than a mere SNES conversion.



Kirby can wear special hats which give him new skills to pummel the blobby enemies which he needs to suck up.

Kingdom Under Fire

A massive real time war sim which features up to 450 units fighting in *Gladiator*-style. Command your team of soldiers and wince in horror as they shriek and shout when beaten to death by rivals!



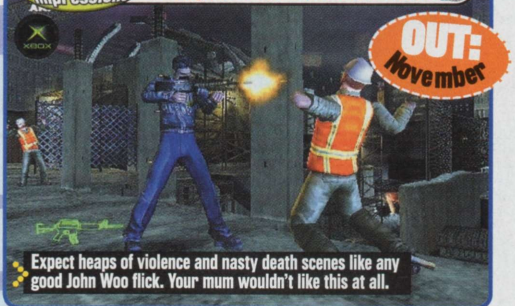
When you lead your team to a new area, you can choose which route to attack a squad of enemy soldiers.

First Impressions Ambitious war sim which might be too heavily PC based for Xbox owners

Dead To Rights

Jack Slate is a US cop framed for murder while investigating the murder of his detective father by a local gang. The third person Hong Kong movie action allows Jack to pummel and shoot opponents while picking up clues. Jack can also use his dog Shadow to investiagte crime scenes and order the husky to attack gangs of enemies!

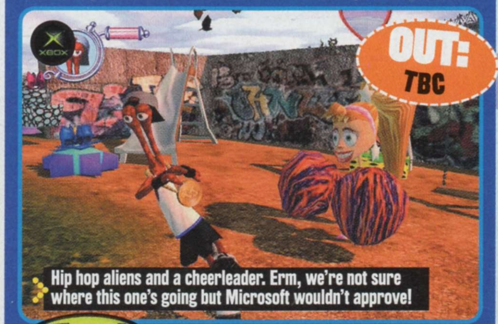
First Impressions *Max Payne* meets *Shenmue*. Sounds like a great Namco Xbox debut to GM.



Expect heaps of violence and nasty death scenes like any good John Woo flick. Your mum wouldn't like this at all.

Toejam & Earl 3

Sega's hip hop alien duo haven't been seen since 1993 but now they're on Xbox, a free roaming land of musical experimentation awaits. They're here to save the world with their rap. Like Eminem.



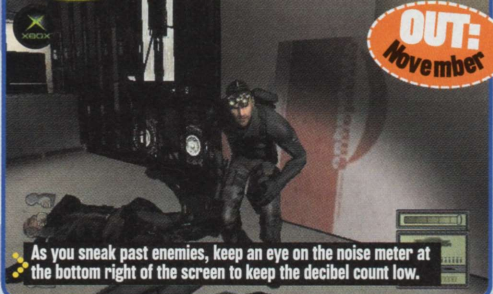
Hip hop aliens and a cheerleader. Erm, we're not sure where this one's going but Microsoft wouldn't approve!

First Impressions An original and humourous adventure. Just what Bill Gates ordered.

Splinter Cell

Metal Gear Substance may have made Xbox owners shriek with glee at E3 but Ubi Soft's Clancy inspired stealth effort is even more reason to get excited. With awesome lighting effects and extreme stealth (one mistake and you're in danger) MGS fans have to see this game in action.

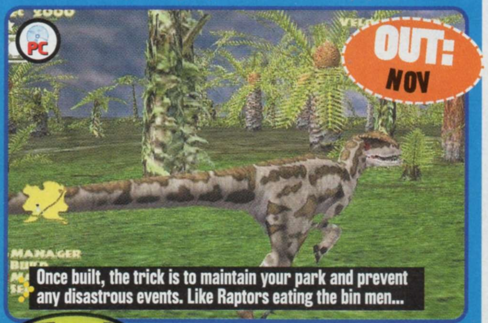
First Impressions A fantastic Xbox exclusive. Stealth games have never looked this good.



As you sneak past enemies, keep an eye on the noise meter at the bottom right of the screen to keep the decibel count low.

Jurassic Park

You love the original film and despite Jeff Goldblum's warnings, you'd like to try and create a real *Jurassic Park*. This Theme Park take on *Jurassic Park* lets you design a park and choose every species of dino.



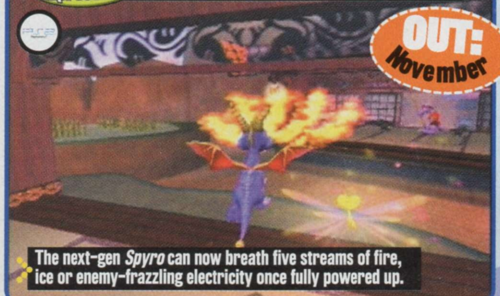
Once built, the trick is to maintain your park and prevent any disastrous events. Like Raptors eating the bin men...

First Impressions At last someone has taken the time to create an original movie licence.

Spyro: Enter The Dragonfly

Breathe ice, electricity and bubbles as well as fire in a joint quest with mate Sparx to beat Ripto. New weather effects include tornados, monsoons and snow to halt *Spyro* in his dragonfly collecting duties but if you were expecting any surprises, *Spyro: Enter The Dragonfly* is likely to disappoint. The most average sequel at E3.

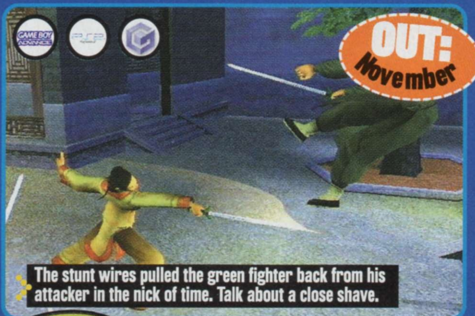
First Impressions An average platformer which shows little originality or surprises.



The next-gen *Spyro* can now breath five streams of fire, ice or enemy-frazzling electricity once fully powered up.

Crouching Tiger, Hidden Dragon

The makers of *Bushido Blade* have recreated their samurai slasher and based it on the huge martial arts film. Set in 19th Century China, the 3D adventure features violent high kicks and Tenchu style stabbings.



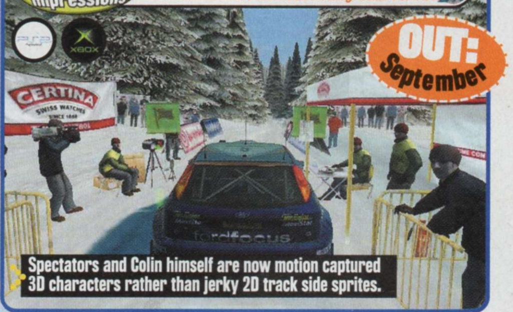
The stunt wires pulled the green fighter back from his attacker in the nick of time. Talk about a close shave.

First Impressions Looks very unfinished. We want a next gen game as good as *Bushido Blade*.

Colin McRae 3

The surprise *McRae* announcement at E3 revealed that the familiar Ford Focus wouldn't be the only car available in the Codies' promising rally sim. Colin's previous Subaru is selectable along with 10 licensed cars including a Mitsubishi Lancer, Ford Puma and a MG ZR. The aim is to guide McRae through the 3 year Ford Rallye championship.

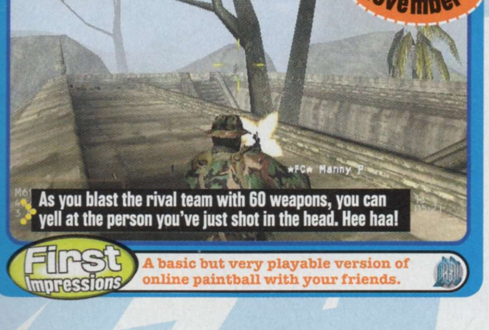
First Impressions With new cars and classic gameplay this looks like the best rally sim on PS2



Spectators and Colin himself are now motion captured 3D characters rather than jerky 2D track side sprites.

Socom: Navy Seals

Sony's prime online deathmatch game is *Socom*, a team-based jungle warfare sim. The game will come bundled with a voice headset so you can direct mates as they storm Alaska, Thailand and The Congo.



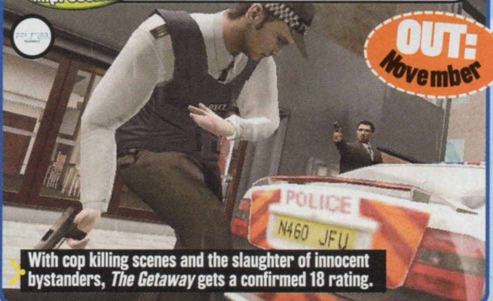
As you blast the rival team with 60 weapons, you can yell at the person you've just shot in the head. Hee haa!

First Impressions A basic but very playable version of online paintball with your friends.

The Getaway

After the massive cities of *GTA 3*, the recreation of London in *The Getaway* no longer surprises us. Gotham style driving scenes are combined with gangster whacking walking bits. The cockney voice overs, hideous acting and 'making of' extras suggest that Sony have tried to make a film and forgotten that *The Getaway* is a videogame.

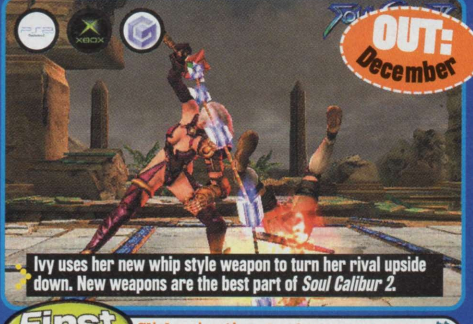
First Impressions The driving scenes look fun but the whole game feels slow and disjointed.



With cop killing scenes and the slaughter of innocent bystanders, *The Getaway* gets a confirmed 18 rating.

Soul Calibur 2

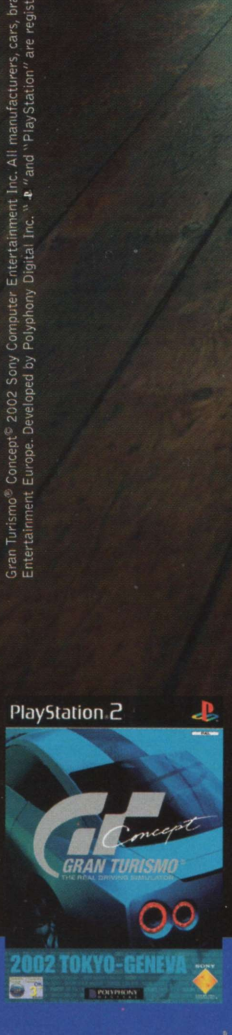
Shown in arcade form at E3, *Soul Calibur 2* looks as stunning as the early screens suggested. Hitting UK arcades in July, it's been revealed the the GC conversion will include Link as a hidden character!



Ivy uses her new whip style weapon to turn her rival upside down. New weapons are the best part of *Soul Calibur 2*.

First Impressions Slick animation, great spear weapons and even some jiggling breast action!

The stars of the Tokyo & Geneva Motor Shows
in your living room. Unveil, then unleash.


PlayStation 2
GT Concept
GRAN TURISMO
THE REAL DRIVING SIMULATOR
2002 TOKYO-GENEVA
SONY
POLYPHONY

The special edition of Gran Turismo, GT Concept.

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PlayStation 2
THE THIRD PLACE

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GamesMaster TIPS

PS FOR THE LATEST GAMES! ♦ THE HOTTEST TIPS FOR THE LATEST GAMES! ♦ THE HOTTEST TIPS FOR THE LATEST GAMES! ♦ THE HOTTEST TIPS

» CODE GIRL

Hello Gamers! Just bought the bargain price *GT Concept 2002 Tokyo-Geneva*? Let GM show take you for a spin with new cars and fresh tactics. Join our Masterclass to get juicy new *GTA 3* tips as well as vital hints for anyone lost in *Luigi's Mansion*. We'll even solve your old school probs in *Resi 2* and *Parasite Eve* in Consoletation Zone. Jump to it!

CODE GIRL PASSES ONLY THE COOLEST LETTERS TO OUR TIPS MASTERS! WRITE TO US NOW!

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GT CONCEPT

TOKYO-GENEVA

DISCOVER ALL 198 CARS, GET A 100% RATING AND BECOME A GT MASTER!

TIPS EXPRESS

LATEST CHEATS!

MASTER CLASS

YOUR TIPS!

CONSOLETATION ZONE

YOUR QUESTIONS!

ARE YOU A GAMESMASTER? SEND US YOUR TIPS P.62

TIPS EXPRESS

Win the war in ***MOH: Frontline,*** save yourself some aggro in ***Aggressive Inline,*** mash monsters in ***Hunter: The Reckoning,*** or clean up in ***GTA3!***

FRESH CHEATS FROM HQ!

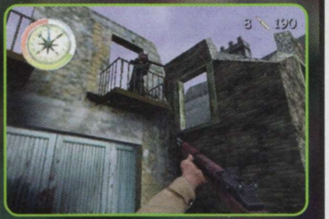
MEDAL OF HONOR: FRONTLINE

BE A WAR HERO!

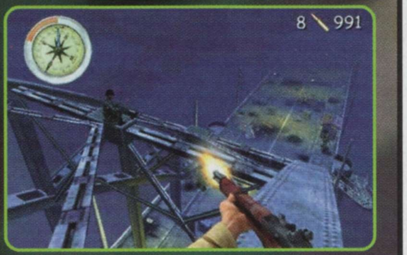
Win the war single-handed and get home in time for tea with these Hun-hurting codes. To get them going, enter one of the codes at the Enigma Machine. Green lights will flash if you entered it correctly and then you can go into the bonus mode to find your cheat…

Extras - **DAWOIKS**
Mohton torpedoes - **TPDOMOHTON**
Infinite ammunition - Pause the game and then press ○, L2, □, L1, SELECT, R2, △, SELECT.
Bullet shield mode - **BULLETZAP**
Men with hats - **HABRDASHR**
Making Of Storm In The Port FMV sequence - **BACKSTAGET**
Making Of Rolling Thunder FMV sequence - **BACKSTAGEI**
Making Of D-Day FMV sequence - **BACKSTAGEO**
Making Of Needle In A Hay Stack FMV sequence - **BACKSTAGER**
Making Of Several - Bridges Too Far FMV sequence - **BACKSTAGEF**
Making Of The Horten's Nest FMV sequence - **BACKSTAGES**
Complete current mission with Gold Star - **MONKEY**
Complete previous mission with Gold Star - **TIMEWARP**
Perfectionist - **URTHEMAN**
Achilles' head mode- **GLASSJAW**
Invisible enemies - **WHERERU**
Rubber grenades - **BOING**
Snipe with anything- **LONGSHOT**
Mission skip - **MONKEY**
Silver bullet mode - **WHATYOUGET**

▲ Try out the Perfectionist mode and it's head shot kills only – highly challenging.



▲ Would he be as easy to kill after entering the cheat for invisible enemies? Ha!



▲ Sick of dying? Try the level skip cheat!

FORTUNE COOKIES!

SOLDIER OF FORTUNE 2

SOLDIER SAVING CODES!

To enter the cheat mode, first press '~' to display the console window, then type 'setrandom sv_cheats 1' and press [Enter] to enable it. Start a game, display the console window and input none of the following codes…

Effect	**Code**
Toggle God mode	god
Toggles no clipping mode	noclip
All weapons and ammo	give all
Spawn indicated item	give <item name>
Armor	give armor
Full ammunition for current weapons	give ammo
Health	give health
Stamina	give stamina
Unlimited power	pinkspider
Disable enemy AI	notarget
Never get tired	nofatigue
Advance to indicated map	map, spdevmap or devmap <level name>
Level select icon at main menu	raven 1
Change gravity	(800 is default, set to 0 to fly)g_gravity <0-800>
Change movement rate	(320 is default, lower is slower) g_speed number>
Suicide	kill

CAN YOU BEAT THE BEST?

VIRTUA STRIKER 2002

SCISSOR KICKIN' SECRETS!

If you can achieve a good team ranking then new challenges await in the form of two hidden teams. Only when you beat these teams can you unlock them, so roll up your sleeves and get stuck in!

FC Sonic team
Get 20 ranking points to earn the right to play against FC Sonic, then defeat them to make the team selectable.

Yukichan United team
Get 20 ranking points to earn the right to play against Yukichan United, then defeat them to make the team selectable.

COMPLETING THE GAME IS A MARE…

HUNTER: THE RECKONING

MONSTER MASHING SECRETS

New modes are hidden away for only the most skilful players to unlock. Are you equal to the challenge?

Nightmare mode
Successfully complete the game to unlock the 'Nightmare Mode' option.

Alternate Hunter mode
Successfully complete the game in Nightmare Mode to unlock the 'Alternate Hunter Mode' option.

Alternate ending
Save at least 50 Innocent people before returning to the train. This will unlock the 'good' ending.

CHEAT… OR TIE TRYING!

STAR WARS: JEDI STARFIGHTER

The crafts you fly in Jedi Starfighter aren't exactly going to arouse Amidala, so get all the gold medals and unlock a fleet of sexier starships…

Master code
Type in 'LONGO' as a password?

Mission rewards
Get a gold medal in the following missions and a space port full of familiar crafts await your skilled piloting!:

Earn a gold medal in Act 3: Mission 1 to unlock the Advanced Freefall ship.
Earn a gold medal in Act 3: Mission 3 to unlock the Advanced Havoc ship.
Earn a gold medal in Act 2: Mission 4 to unlock the Advanced Jedi Starfighter.
Earn a gold medal in Act 2: Mission 3 to unlock the Advanced Zoomer ship.
Earn a gold medal in Act 3: Mission 5 to unlock the Republic Gunship.
Earn a gold medal in Act 2: Mission 5 to unlock the Sabaoth Fighter.
Earn a gold medal in Act 1: Mission 4 to unlock the TIE Fighter.
Earn a gold medal in Act 1: Mission 3 to unlock the X-Wing.
Earn a gold medal in all missions: to unlock the Slave 1 ship.

GOING FOR GOLD!

Sabaoth Fighte

Will you go for Gold to get all the top-secret ships?

DIE, IMPERIAL SCUM!

STAR WARS: ROGUE LEADER

USE THE FORCE

You've already had stacks of Star Wars tips, but we've uncovered two more brilliant cheats. These codes must be entered as passwords. When you input the first code, R2D2 won't beep. Go back to the Password screen and enter the second code and this time R2D2 will beep to confirm that the cheat has worked. Some of the unlocked items will appear in the 'Special Features' menu.

Car	!ZUVIEL!	!BENZIN!
Ace mode	U!?!VWZC	GIVEITUP

Confident enough to take on the Death Star in Ace mode, young Jedi?

OUR SPIDEY SENSES TINGLE!

SPIDER-MAN THE MOVIE

WEB SLINGING SECRETS!

Defeating the Green Goblin is a task and a half – but it's worth persevering to unlock the following tasty treats.

Cheat mode
Complete the game, collect all the red spiders and, take pictures on each stage to unlock all the cheats in the 'Secrets' menu.

Ending bonus
Complete the game once to unlock the Level Select option at the main menu.

To unlock the Cheat Mode, you'll have to complete the game. Bugger!

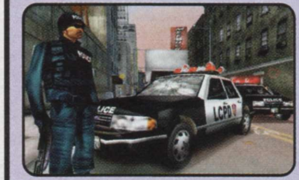
BECOME 'DA DUKE' OF LIBERTY CITY!

GRAND THEFT AUTO 3

UP FOR THE HACK!

Don't you just hate having to kiss ass and perform petty chores for the head honchos in order to get your foot up in the crime ladder? If so, why not cut straight to the chase and become an instant don with these show-stealing codes!

Cheat	Code
All weapons	guns
Extra money	ifiwerearichman
Full health	gesundheit
Higher wanted level	morepoliceplease
Lower wanted level	nopoliceplease
Tank (Rhino)	giveusatank
Destroy all cars	bangbangbang
Change costume	ilikedressingup
Crazy pedestrians	itsallgoingmaaad
When pedestrians attack	nobodylikesme
Pedestrians fight each other	weaponsforall
Time advances quicker	timeflieswhenyou
100% armor	turtoise
Invisible cars	anicesetofwheels
Flying car	chittychittybb
Improved car handling	cornerslikemad
Gore mode	nastylimbscheat


Never be bothered by the cops again with the Lower Wanted Level code!

Get some serious blood on your hands with the splattersome Gore Mode code!

CHECK OUT THESE SKATE CHEATS!

AGGRESSIVE INLINE

SAVE YOU SELF AGGRO!

Find the 'Cheats' screen in the Options menu and then enter any of the following passwords for the desired effect…

Cheat mode
P, L, Z, D, O, M, E
Full juice bar
B, A, K, A, B, A, K, A
Perfect manuals
Q, U, E, Z, D, O, N, T, S, L, E, E, P
Perfect handplants
J, U, S, T, I, N, B, A, I, L, E, Y
Perfect grinds
B, I, G, U, P, Y, A, S, E, L, F
All keys
S, K, E, L, E, T, O, N
Never die
K, H, U, F, U

…And here's what you can unlock by being a hero and completing those challenges the hard way!

FMV sequences
Successfully complete the Normal challenges in a level to unlock that level's FMV sequence.

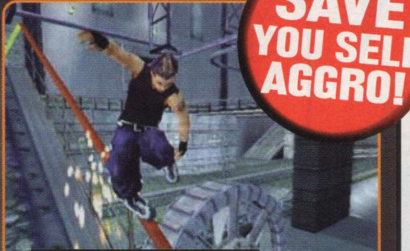
Cheat codes
Successfully collect all the juice boxes within a level to reveal a cheat code.

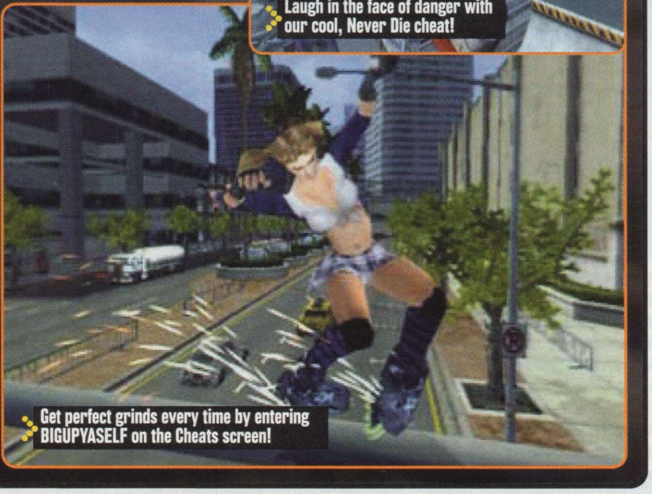
Power Skates
Successfully complete all challenges (Normal and Hidden) on every level to unlock the Power Skates. These give you one blue stat point for every attribute.

Ultra Skates
Successfully complete all the levels with 100% to unlock the Ultra Skates. These give you the other blue stat point for every attribute.

Bonus characters
Successfully complete the Normal and Hidden challenges within a level to unlock a bonus character. The hidden skaters you can unlock are…

Level	Character
Movie Lot	The Bride
Civic Center	Goddess
Industrial	Junkie
Boardwalk	Captain
Cannery	Diver
Airfield	Bombshell
Museum	Mummy


Laugh in the face of danger with our cool, Never Die cheat!


Get perfect grinds every time by entering BIGUPYASELF on the Cheats screen!

HACKERS PARADISE

MIKE TYSON HEAVYWEIGHT BOXING

Iron Mike may now be about as credible on the circuit as a boxing kangaroo, but he still packs a punch in his own videogame. Tame the beast with these cool codes. But be warned: these codes will only work with one of those Action Replay cartridges…

Master code (must be on)
0E3C7DF2
1853E59E
EE8A3B56
BCA99C80

No heads, no gloves (use only one)
CE939F9E
BCA99B84

2D Boxer Mode (use only one)
CE939F9A
BCA99B84

Mutant Boxer Mode (use only one)
CE939FA2
BCA99B84

CE9BFF42
BCA9F0D8
0EAB2438
BCA98B81
FE9BFF4C
BCA99B88

Unlock all levels (must select next mission)
CE9BFF52
BCA99A82
FE9BFF5C
BCA99B82

EAR NIBBLING TIPS!

EST GAMES BUSTED! ◆ TOP TIPPAGE! ◆ THE LATEST GAMES BUSTED! ◆ TOP TIPPAGE! ◆ THE LATEST GAMES BUSTED! ◆

TIPSTER

Alex Cooke

The Guide

! ◆ THE LATEST GAMES BUSTED! ◆ TOP TIPPAGE! ◆ THE LATEST GAMES BUSTED! ◆ TOP TIPPAGE! ◆ THE LATEST GAMES BUSTED! ◆ TOP TIPPAGE

We've ripped up the roadway and torn up the tracks to bring you our essential guide on how to complete *GT Concept*. Take a pit stop with us and soon you'll be spraying champagne with the best of them...

GRAN TURISMO CONCEPT 2002

TOKYO-GENEVA

The Concept Cars

They might never make it onto the forecourts, they may never have smelly trees tied to their rear view mirrors, you might never get in a MM mini-cab but now you can drive the finest designs from Detroit, Toyko and Birmingham as we rate the best of the Concepts.

Cien
The Cien's sparkling acceleration is paired with terrible handling and poor brakes . Best suited to your hamfisted mate.
How Do You Win It? A Bronze Autumn Ring licence test.
Best Track: Toyko R246

GT40 Concept
Neutral handling and outstanding speed make the GT40 an ideal racer for any track. Neat and tidy rather than volatile.
How Do You Win It? A Gold on Autumn Ring II licence test.
Best Track: Midfield Raceway

Volkswagen W12
One of the quickest, the W12 handles well for such a big machine. On longer circuits it's the match of many Racing and Dream machines.
How Do You Win It? A win on Autumn Ring II Pro race.
Best Track: Toyko

Pagini Zonda Z3
Sports car looks hide an underperforming mid-engined racer. Quick off the line and up through the gears, it's prone to sliding and squirming.
How Do You Win It? A win on Autumn Ring II Pro race.
Best Track: Midfield Raceway

C8 Laviolette Syphon
It might look like the future in roadster form but underneath that advanced body beats saloon speed and sloppy handling. Ace verus Beamers.
How Do You Win It? A win on Midfield Raceway Pro race.
Best Track: Midfield Raceway

concept
Silver Stripes

Dodge Viper GTS R Concept
Not as twitchy as past Vipers, this is still a drive for the more experienced only. Fast in a straight line but liable to lose speed on tighter bends.
How Do You Win It: 50% Unlocks.
Best Track: Toyko

Nissan Skyline GT-R V-spec
The predictable choice. No longer the fastest thing on four wheels, it is still one of the most stable. 4WD means good handling.
How Do You Win It: 50% Unlocks.
Best Track: Any

GT CONCEPT 2002

The Cash Prize

Who wants to be a credits millionaire? We do! So go and notch up that immortal 100% by collecting all the golds on each licence and in the races on the first two racing difficulties and your prize will appear at the bottom of the Game Status screen. Now all you have to do is put in your *GT3 A-Spec* memory card into your PS2 and transfer your millions across. Come on, lets go shopping!

With ten million credits in your account there is no car outside your price range. The only problem is that as everyone knows, money can't buy you happiness, racing licences or the F1 cars.

What to Buy With the Cash...

Gillet Vertigo Race Car
1,200,000 - Credits
This is one for the experienced driver because while it might not the quickest car in the world it has to be the lightest.

number 3
concept

Dodge Viper GTS R Team Oreça - 1,000,000 Credits
A great racing machine. The V10 gives it serious power even if the front engine - rear wheel drive layout can make it hard to handle.

Honda Castrol Mugen NSX
1,250,000 Credits
Precise handling means you can really throw it into the bends and use the 473 horsepower engine to climb the leagues pretty quickly.

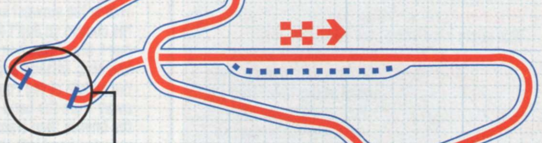
number 1
Pikes Peak Version

Suzuki Escudo Pikes Peak Edition - 1,000,000 Credits
This pocket rocket is about the finest and the fastest thing money can buy. With the right tuning it can go over 500 kmph on the Test Track.

Tracks

What good are all these fast, flashy, pricey cars without the concrete to test them on? So we've cracked all the circuits revealing the toughest, tightest, trickiest turns and how to get the top times on all ten of these tracks.

Midfield Raceway



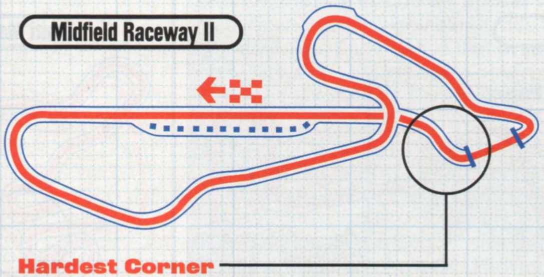
Hardest Corner
Position the car in the middle of the road and aim to hit the inside left kerb of the chicane with your left tyre. Now aim to do the same on the right kerb lifting off the throttle so that you exit perfectly on the left side of the track ready to brake hard for the hairpin.

Our Challenge Time:	1.15.708 in a GT40 C
Our Licence Time:	1.30.739
Gold Time:	1.43.000
Silver Time:	1.48.000
Bronze Time:	2.00.00

▲ Imagine a diagonal line across the chicane to find the fastest route

▼ Run quite deep into the left hander and your exit can be much faster.

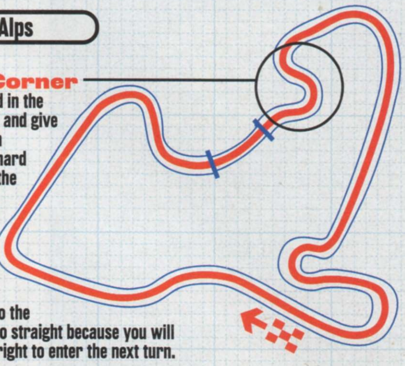
Midfield Raceway II



Hardest Corner
Easy the other way around but tricky in reverse you need to be careful on this S-bend and brake as the hill drops away. Take up a position on the left-hand side of the road because then when you hit the power again you can race over the right hand kerb at the exit or even scoot across the grass.

Our Challenge Time:	1.15.108 in a Mugen NSX
Our Licence Time:	1.27.989
Gold Time:	1.34.000
Silver Time:	1.37.000
Bronze Time:	1.50.000

Swiss Alps



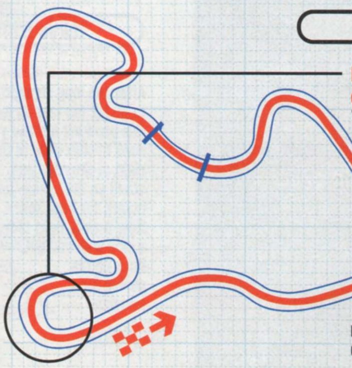
Hardest Corner
Approach the bend in the middle of the road and give the brakes a touch before turning in hard so the nose faces the inside wall. Now give it full power and steer the wrong way (counter-steering) so the car pulls back onto the straight but not too straight because you will need to be on the right to enter the next turn.

Our Challenge Time:	1.23.133 In a Subaru Impreza
Our Licence Time:	1.26.851
Gold Time:	1.36.000
Silver Time:	1.40.000
Bronze Time:	1.55.000

▲ This one's far trickier than it looks, so keep an eye on your rear end slide.

▼ If your thumbs are still loose enough you can powerslide the whole thing.

Swiss Alps II

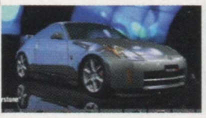


Hardest Corner
This bend is too long to try and power slide the whole way so instead treat the first half as a normal corner; brake before you turn and steer normally. Then as the turn tightens up, use the brakes to turn the nose in and counter-steer out again. Beautiful.

Our Challenge Time:	1.26.531 in an Integra Type R LM
Our Licence Time:	1.28.724
Gold Time:	1.38.000
Silver Time:	1.43.000
Bronze Time:	1.55.000

Nissan GT R Concept
A spritely little saloon that offers a good top speed for its class. A turbo-charger gives the GT R good straight-line speed but it doesn't seem to handle well under braking and is prone to slip and slide.
How Do You Win It? A win on Midfield Raceway II Pro race.
Best Track: Autumn Ring

Suzuki GSX -R/4
Don't even bother trying to go up against anything else in this little kart of a car because these things have about the same power as a Micra. Tiny engines power their sprinty lightweight frames.
How Do You Win It? A win on Swiss Alps II Pro race.
Best Track: Any



Nissan 150 Z
Gran Turismo Aero
An average little saloon that competes well with other roadsters. Poor acceleration masks an otherwise good performance on the straight. Stable but unexciting.
How Do You Win It? A win on Swiss Alps II Novice race.
Best Track: Autumn Ring

Mazda RX-8
With performance that matches average small family saloons this concept car isn't one to get the blood pumping. Its front engined, front-wheel drive layout isn't exactly ideal as a racer.
How Do You Win It? 50% Complete.
Best Track: Autumn Ring

Hyundai Clix
A strange looking beast that manages to perform slightly better than some of the others in its class. A 4WD system gives it stability and speed but too much body roll does make it spongy in the bends.
How Do You Win It? A win on Autumn Ring II Novice race.
Best Track: Midfield Raceway

FX 45 Infiniti
If there was a race based on dropping your kids off at school this might win it. Cumbersome, slow, sloppy and prone to body roll, it isn't much of a racer and worse as a rally machine.
How Do You Win It? 5% Unlocks.
Best Track: Swiss Alps

NSX R Prototype
It might look like an entry level NSX but it has enough straight-line speed and bite in the handling to be competitive. Good enough against the Skylines and Imprezas, to be a solid class winner.
How Do You Win It? A win on Toyko Novice Race.
Best Track: Midfield Raceway

The Full *GT3* Shopping List

DRIVETRAIN
Flywheel/Racing
Purchased
96 day 4,295
New Beetle RSi

Suspension Full Customise
Average price: 17,000

Sports Brakes
Average price: 4,800 Credits

Brake Balance Controller
Average price: 11,000 Credits

Muffler & Air Cleaner Racing
Average price: 5,000 Credits

NA Tune Up Stage 3
Average price: 80,000 Credits

Or

Turbo Kit Stage 4
Average price: 85,000 Credits

Intercooler Racing
Average price: 3,000 Credits

Port Polish
Average price: 5,500 Credits

Full Engine Balancing
Average price: 12,000 Credits

Displacement Up
Average price: 1,500 Credits

Racing Chip
Average price: 1,500 Credits

Clutch Triple Plate
Average price: 4,900 Credits

Flywheel Racing
Average price: 1,200 Credits

Driveshaft Carbon
Average price: 3,000 Credits

Transmission Full Racing
Average price: 11,000 Credits

Limited Slip Full Customized Service
Average price: 6,600 Credits

Lightweight Stage 3
Average price: 22,500 Credits

AYC Controller
Average price: 10,000 Credits
(Mitsubishis only)

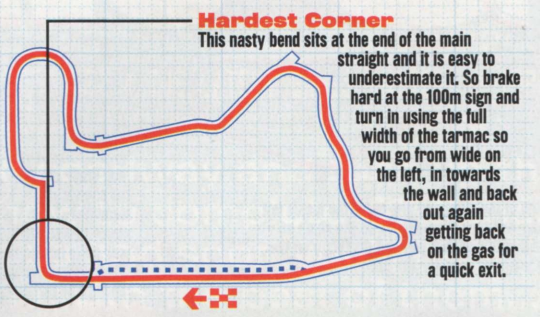
Variable Centre Differential
Average price: 10,000 Credits

Medium-Slick Tyres
Average price: 16,500 Credits

Total: 6740 Credits

Tracks...cont

Tokyo R246



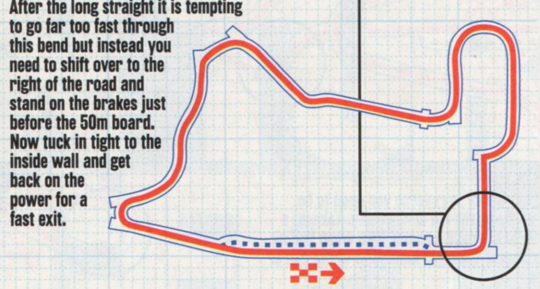
Hardest Corner
This nasty bend sits at the end of the main straight and it is easy to underestimate it. So brake hard at the 100m sign and turn in using the full width of the tarmac so you go from wide on the left, in towards the wall and back out again getting back on the gas for a quick exit.

Our Challenge Time:	1.47.748 in a Mazda RX-8
Our Licence Time:	1.42.748
Gold Time:	1.54.000
Silver Time:	1.58.000
Bronze Time:	2.15.000

▲ Don't drift over the left hand wall to early as a kink may surprise you.

▼ A blue tyre sign just before the board is a good braking point for quicker cars.

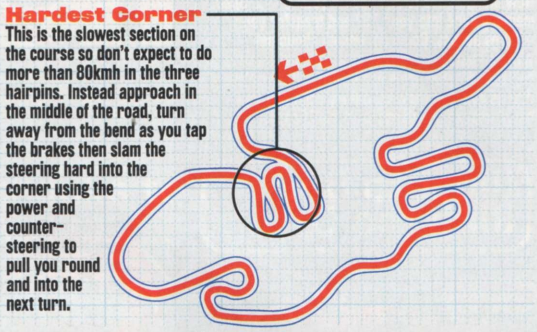
Tokyo R246 II



Hardest Corner
After the long straight it is tempting to go far too fast through this bend but instead you need to shift over to the right of the road and stand on the brakes just before the 50m board. Now tuck in tight to the inside wall and get back on the power for a fast exit.

Our Challenge Time:	1.40.159
Our Licence Time:	2.02.738
Gold Time:	2.12.000
Silver Time:	2.16.000
Bronze Time:	2.35.000

Tahiti Maze



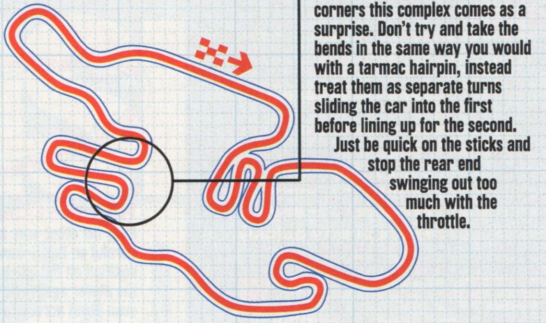
Hardest Corner
This is the slowest section on the course so don't expect to do more than 80kmh in the three hairpins. Instead approach in the middle of the road, turn away from the bend as you tap the brakes then slam the steering hard into the corner using the power and counter-steering to pull you round and into the next turn.

Our Challenge Time:	2.06.218 in a Peugeot 206
Our Licence Time:	2.07.913
Gold Time:	2.11.000
Silver Time:	2.16.000
Bronze Time:	2.40.000

▲ As the car exits the bend start to steer with the bend to straighen out.

▼ This is the moment to start sliding as the bend becomes tighter.

Tahiti Maze II



Hardest Corner
After the smooth concrete corners this complex comes as a surprise. Don't try and take the bends in the same way you would with a tarmac hairpin, instead treat them as separate turns sliding the car into the first before lining up for the second. Just be quick on the sticks and stop the rear end swinging out too much with the throttle.

Our Challenge Time:	2.03.834 in a Subaru Impreza
Our Licence Time:	2.05.070
Gold Time:	2.13.000
Silver Time:	2.18.000
Bronze Time:	2.40.000

The Concept Cars...cont

Garalya
A lightweight underpowered 'hairdressers' type of sports car. Like the Elise, this looks good but lacks racing power. Won't mix it with the big boys.
How Do You Win It? 5% Unlocks.
Best Track: Autumn Ring

Honda Dual Note
A combination of electric powered acceleration and petrol back-up makes the Dual Note a darned good runner for its size.
How Do You Win It? A win in the Autumn Ring Novice Race.
Best Track: Midfield Raceway

Nissan 350Z
Just like its big brother this is an ordinary saloon with neat handling. While it might not have the speed to match an NSX, it still performs well.
How Do You Win It? 5% Unlocks.
Best Track: Midfield Raceway

Silver Metallic

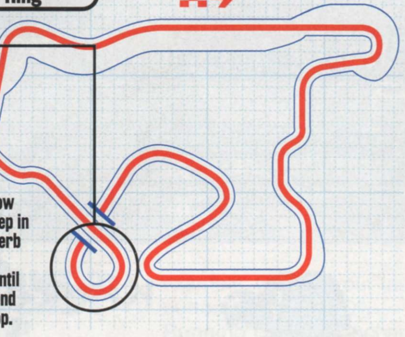
RSC
A brutal looking, warthog faced off-roader that can hold its own against showroom standard Subarus. No match for real racing cars and slow on the road. Rather nimble for its size.
How Do You Win It? Gold on Midfield Raceway II test.
Best Track: Swiss Alps

Mitsubishi CZ-3 Tarmac
Surprisingly quick for such a hefty machine but that large body does make it a bit cumbersome in the turn. The nose also dips sharply when you brake hard making the whole thing slightly unstable.
How Do You Win It? 5% Unlocks.
Best Track: Autumn Ring

Hyundai HCD6
Not really a looker, not really a driver either. While the HCD6 is no slouch for speed the level of body roll leaves you either feeling seasick. More of a novelty car than a contender.
How Do You Win It? A Bronze on Toyko licence test.
Best Track: Autumn Ring

Solstice
By no means quick but in its class this isn't too bad. Slightly tricky in the turn, its rear wheel drive makes it quick but a little prone to slipping. There are plenty of worse concept cars to drive.
How Do You Win It? A win on Swiss Alps Pro race.
Best Track: Autumn Ring

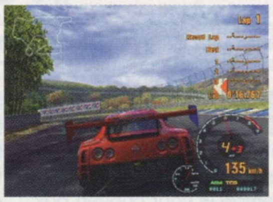
Autumn Ring



Hardest Corner
Start on the right hand side of the road leaving it late to shift across, braking as you approach the shadow of the tree. Now keep in tight to the inside kerb keeping your speed around 100 kmph until you straighten up and speed out of the loop.

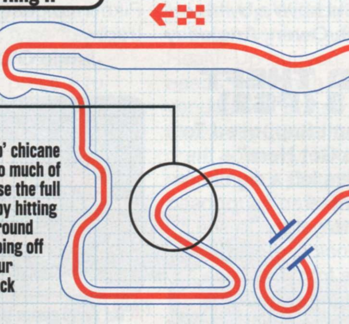
Our Challenge Time:	1.20.574 in an Audi TT
Our Licence Time:	1.36.809
Gold Time:	1.40.000
Silver Time:	1.44.000
Bronze Time:	1.158,000

▲ Clip this kerb on entry and use the full width of the road to get through.



▼ Don't try and push the throttle in the spiral or you will run out of road.

Autumn Ring II

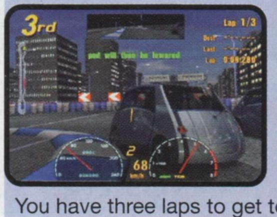


Hardest Corner
This little 'bus stop' chicane shouldnít prove too much of a problem if you use the full width of the road by hitting the first kerb at around 140 kmph and keeping off the power until your nose is pointing back onto the straight.

Our Challenge Time:	1.23.339 in a Mugen NSX LM
Our Licence Time:	1.29.339
Gold Time:	1.38.000
Silver Time:	1.43.000
Bronze Time:	1.44.000

The Secrets

So you have discovered how to reveal the extra cars and unlock the tracks, but what you didn't know is that *Concept* comes with two extra modes for your automotive enjoyment.



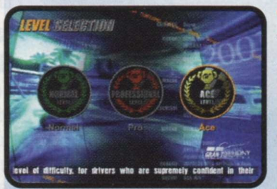
The Pod Race

Complete all of the licence tests scoring 50% completion and this little novelty racer is yours. The grid is made up entirely of Pods and the track is an oval with a ramp in the middle. You have three laps to get to the front, past five other identical Pods making it handy to know how and where to get ahead.

1 It might make the Pod unhappy but hitting a rival as they take the bend will let you knock them off course and put you ahead.

2 The leader will often catch the wall as they race past making it easy for you to overtake.

3 When you reach the braking zone before the ramp make sure you drive to the front of the stopping area. You will hold up everyone behind you.


LEVEL SELECTION
Novice
Professional
Ace
evel of difficulty, for drivers who are supremely confident in their

The Ace Mode

There are two ways to reveal the Ace mode. One is to complete the game and win all the races on every level, the other is to go to the difficulty screen and press L1 R1. Which ever one you choose, the Ace league will appear with the other classes and you will be able to race to a super-high standard. The bad news is that even if you manage to complete every race winning gold medals all the way you still won't unlock any more extras.

1 Picking the fastest car doesn't make life any easier. You might choose the W12 but the PS2 can pick from machines you can't, including the GT-One.

2 Racing identical machines like the Suzuki GSX -R/4 ensures that no one has an advantage, making those wins easier.

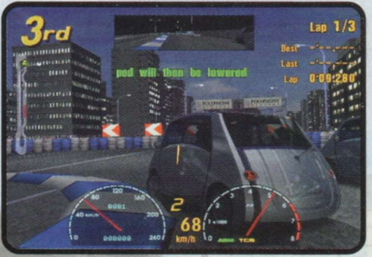
3 Use the Free mode to learn the courses because the standard of these drivers is much higher than anything you have seen before.

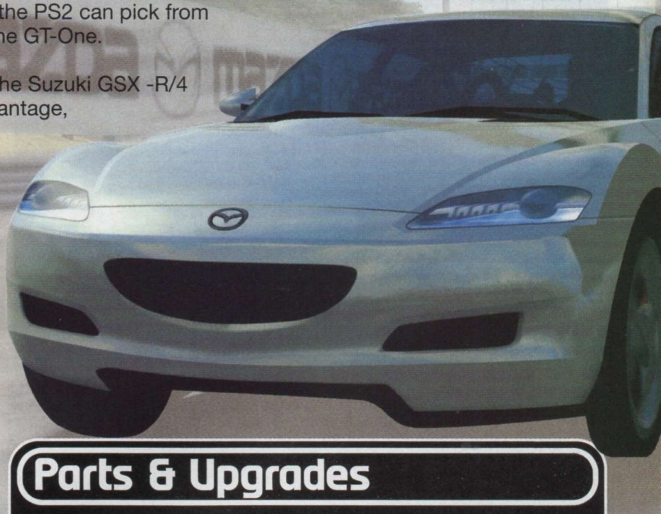
4 The drivers don't make many mistakes at this level so make sure you are close enough to take advantage when they do.

The Top 12 Money Machines

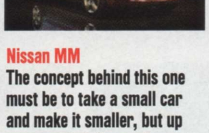
They cost a bomb, they go like one too but these cash cars are the most expensive in *GT3*. And they could now be yours, if you've scooped the cash prize in *Concept*. You get what you pay for - these come already modified, turbo-charged and ready to race.

1	Shelby 1967 Cobra	500,000 Credits
2	Jaguar XJ220 Road Car	780,000 Credits
3	Nissian Pennzoil Nismo GT-R	785,000 Credits
4	Chevrolet Corvette C5R	1,000,000 Credits
5	Dodge Viper GTS R Team Oreca	1,000,000 Credits
6	Suzuki Escudo Pikes Peak Edition	1,000,000 Credits
7	Lister Storm V12 Race Car	1,198,000 Credits
8	Gillet Vertigo Race Car	1,200,000 Credits
9	Honda Castrol Mugen NSX	1,250,000 Credits
10	Toyota Castrol Tom's Supra	1,250,000 Credits
11	Tickford Falcon XR8 Race Car	1,500,000 Credits
12	Panoz Esperante GTR-1	2,000,000 Credits

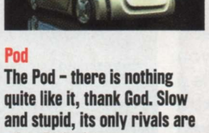




Chrysler Crossfire
Every time we have seen one in a race it always ends up last, and now we know why. The Crossfire simply hasn't got any power, any guts or any grunt. Top speed is a stately 175 kmph.
How Do You Win It? A win on Tokyo II Pro race.
Best Track: Autumn Ring



Nissan MM
The concept behind this one must be to take a small car and make it smaller, but up even against those other micro machines, the Lupo and Beetle it performs well enough.
How Do You Win It? 5% Unlocks.
Best Track: Autumn Ring



Pod
The Pod - there is nothing quite like it, thank God. Slow and stupid, its only rivals are other Pods, because whichever track you place it on the rest of the grid will be identical to you.
How Do You Win It? A win on Tahiti Maze II Novice race.
Best Track: Autumn Ring

Daihatsu Copen
Like the Pod this is too small and feeble to race against anything except its own kind. So make sure if a mate offers you a two player contest that you both select it. Another novelty car.
How Do You Win It? A Bronze Tahiti Maze II licence test.
Best Track: Autumn Ring

Parts & Upgrades

SUSPENSION & BRAKES
Sports Brakes
Purchased
96 day 4,296
New Beetle RSi

With money no problem, you can finally afford to upgrade your dream machine. Which ever car you have, the first thing to do is buy a set of Sports Brakes, Brake Balance Controller, Weight Reduction and Suspension Full Customise. All are worth the money straight away and all of them will improve the handling dramatically. To build up the power spend the rest on the NA Tune or Turbo depending on which fits your machine and then improve the transmission with everything from the Mufflers section and the Transmission. The improvements in horsepower might look small but they will balance out the side effects of the Turbo or NA Tune. Finally splash a bit more cash on a good set of tyres remembering the rule that the softer the compound the greater the grip, but the more they wear. So go for Soft only if you are running in short races.

MASTER CLASS

Want to know some **nifty lightsabre tricks?** Or how to **bowl like Darren Gough?** How about some new **Smashing** trophies? **GM's readers show you how!**

Now I am the master! No wait. That's you.

YOUR TOP TIPS ◆ YOUR TOP TIPS ◆ YOUR TOP TIPS ◆ YOUR TOP TIPS ◆ YOUR TOP TIPS ◆ YOUR TOP TIPS ◆ YOUR TOP TIPS ◆ YOUR TOP TIPS

TIP OF THE MONTH
Luigi's Mansion

You're a JOYTECH Top Tipster!

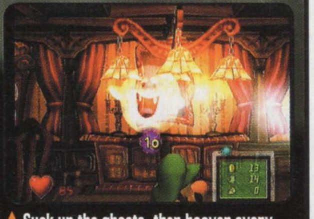
Treadmill Key – It may not be the hardest game you've ever played, but there is a brilliant shortcut that will save you a LOT of wandering around the mansion.

The key is in the room with the treadmill and all the weightlifting equipment – you'll remember it as the one where you have to keep hitting the punchbag to beat the ghost. Go back into the room and get on the treadmill on the left of the room. Then walk towards the wall to get the treadmill going and after a few seconds of running you will get a key to the only locked door in the hallway on the ground floor.

This is great as when you die or restart, you can walk through the door and you'll be outside the weights room and in area 3. So you no longer have to go on a major ghost run around the graveyard to area 3. Great for anyone who is struggling to beat the Big Boo on the top of the roof..

Hannah Gething, Swansea

▲ The professor will give you some advice, but he won't tell you about the hidden key.



▲ Suck up the ghosts, then hoover every bit of furniture in the room to find money.

SONIC ADVENTURE 2 BATTLE (GC)

Unlock Green Hill Zone – to play a 3-D version of the original Green Hill Zone from *Sonic the Hedgehog* on the Megadrive, get all 180 emblems and the version then appears on the world map screen.

Unlock Boss Attack Mode – complete either Hero or Dark, and Boss Attack Mode will be unlocked in the mini games section, allowing you fight each of the bosses you have defeated.

Unlock New Characters in Multiplayer – complete Hero and Dark, then go to the main menu and select story mode. Choose "Last Stage" and complete it to unlock Super Sonic and Hyper Shadow in multiplayer mode.

Unlock Hero and Dark Chao Gardens – raise a Hero or Dark Chao (this decides what type of garden you want) with a Hero or Dark character. When it evolves, go back to the main Chao lobby and there will be a set of stairs leading to the garden – go downstairs to the Dark garden or up to the Hero one.

Unlimited Lives – choose a completed stage from the story mode in stage select. Collect as many rings as you can (Tail's Route 101 stage is a good earner) to earn extra lives. These are then saved and can be used for the main game. You can also do this to get loads of coins for your Chao or to use in the Kart section.

Joshua Walsh, Fleckney.
Jordan Lee, by e-mail

02:54:45
008
47

▲ See those rings in the top left hand corner? If you're having trouble defeating a tricky boss, go back into a stage you've completed and start collecting coins to earn some lives.

LIV:
Krokodilis
:L7 ♂
LIV:
14/ 26
▶SLASS PkMn

▲ Win this battle, then try out Gareth Owen's tip and Krokodilis will have a twin. Get thee to the Pokémon nursery....but don't you come running to us if it messes up your save file.

POKEMON SILVER (GBC)

Double Your Pokémon – deposit the selected Pokémon in your chosen box, then change the box. When it says "SAVING – DON'T TURN OFF" turn your Game Boy off. Turn it back on and your little friend should have a twin.

Gareth Owen, Anglesey

GRAND THEFT AUTO 3 (PS2)

"You Weren't Supposed To Be Able To Get Here" – the programmers left a sign in an area that you aren't supposed to be able to get to. To see it, go to the enclosed parking area across from the Love Media Building (where the Kingdom Come mission takes place). There should be some buildings to the south with many fire escapes on them. You need to go over this wall, so get a big vehicle (like the Yankee or Mule), park it in front of the bins, and use the Karuma to jump on top of the truck. Now hop over the wall, and you should be able to find the sign. If you want to get back, there's a ramp that enables you to you get back over the wall when you're finished.

Anthony Fenton, Crewe

▲ There must be more secrets in *GTA 3* than in any other PS2 game. It's amazing.

SUPER SMASH BROS. MELEE (GC)

New Trophies – insert a memory card with a Luigi's Mansion save game to get a trophy of Luigi with a vacuum. Insert a memory card with a saved game from Pikmin to get the Pikmin trophy.

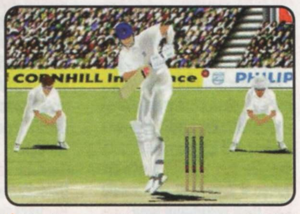
Jamie O'Doherty, Dublin

▲ Get saved games for other Ninty titles and unlock new Super Smash trophies.

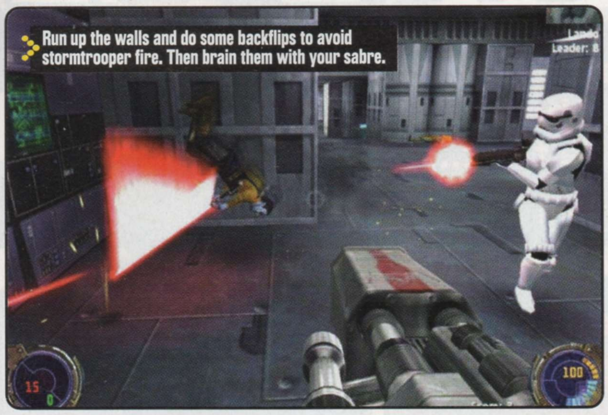
BRIAN LARA CRICKET (PS)

Great Bowls of Fire – when you are bowling, position your target but don't select it yet – press start and go down to weather forecast. Press ⊗ to finish and then quickly bowl the ball. If it has worked, the batsman should not be ready and you will either bowl him clean out or get an LBW.

Jon Wilmore, Kingswinford



▲ Bowling when tha batsman isn't ready? That's just not cricket, Jon. Disgraceful!


Run up the walls and do some backflips to avoid stormtrooper fire. Then brain them with your sabre.

JEDI KNIGHT 2: JEDI OUTCAST (PC)

Hidden Fighting Stances – To unlock two hidden fighting stances used by some of the CPU Jedi, you must use some cheats first. Open the cheat menu (by pressing the SHIFT and ~ keys) and type "setforceall 10". You will now have five stances instead of three – an extra red stance and an extra blue one. The new red stance is a heavy-hitting, one-handed combination of the red and yellow stances, while the new blue stance is slightly faster with a crouch-slash ability.

Taunting – to taunt your opponents, open the cheat menu and type "bind X". Now just press X to taunt. But if you want, for example, Q to be your taunt button, type "bind Q".

Running Up Walls – charge towards a wall and tap jump just as you touch it. You will then run up it and backflip off – you can control this backflip by holding back or forward, to help you dodge enemies, and you can even use your lightsabre during the backflip to carve them into Jedi bits.

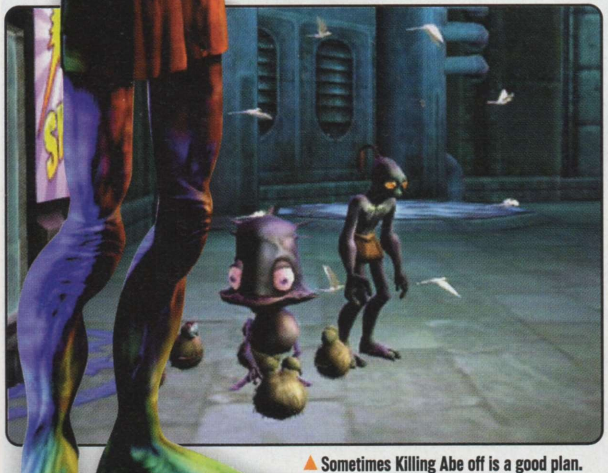
Quick Get Up – tap jump as fast as you can to get up quickly. If you have enough Force, you will sometimes do a cool spinning getup.

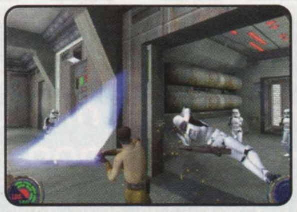
Samantha Melville, Gloucester

MUNCH'S ODDYSEE (XBOX)

Health Up Without a Vendos – if you are near a SOBE or a Health Up but your partner needs the health, drink the vendos and switch partners at exactly the same time. If done correctly, birds will fly around your partner's head.

Collect plenty of green sprooce and you can turn your mudokon slaves into an army of gun toting soldiers.


Sometimes Killing Abe off is a good plan. Then resurrect him in a good place.


Taunting can be fun, but sometimes you need to whip out your sabre and fight.

Lethal Electric Abe – play as Munch and go to a Zap vendo while Abe is next to him. Let Abe carry Munch with fuzzles following him and as you pass enemies Munch will be lethal, making Abe almost invincible in the process. You must do this in less than five seconds for Munch to fire without command, which is tricky. Also, if Munch gets hurt while being carried, the fuzzles will attack automatically.

Get Abe across in The Mudokon Pen – using Munch, go across the water and onto the metal walkway. Switch to Abe, jump in a water mine and drown. Playing as Munch again, an egg will appear – hatch it and Abe will be ressurected and across the water..

Marc Hogan, Wigan

FINAL FANTASY 10 (PS2)

Easy Full Overdrive – during a battle, open the tutorial console and select Fiend Info. As the battle continues, call an Aeon, and when the Overdrive is full, use an attack other than the Overdrive. When the battle ends, your Overdrive gauge will be full.

Easy Aeon Healing – don't bother getting your Aeons to learn any cure spells. For the elemental Aeons (Ifrit, Shiva, Ixion etc.) try using a spell that corresponds with their element (e.g. for Ifrit use fire, for Shiva use Blizzard). This will heal them much more than if you had used any cure spell. Also try using the advanced spells (like Fira and Bizarra).

Low MP Spells – equip items with the One MP ability as well as the Magic Booster.

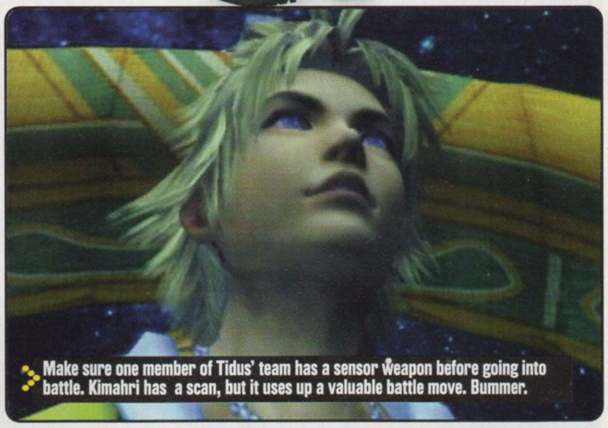
Watch out for the Chocobo eater. Use Darkness and hit him with physical attacks.

This will make each spell cost just one MP, while the Booster makes the damage x1.5 for double the MP. Now double cast these spells for a cost of only four MP.

Quick Healing – whenever you save the game at a save point, your party members as well as your MP are healed completely, and all summons are revived. Just save when your levels are low.

Jamie Whitehouse, London

Kill one enemy before attacking another.


Make sure one member of Tidus' team has a sensor weapon before going into battle. Kimahri has a scan, but it uses up a valuable battle move. Bummer.

SEND YA CHEATS AND WIN TOP GEAR!

Want to show the world how great you are at games? We're after new, original tips, secrets, glitches and cool things *you've* discovered. As well as showing the world your gaming prowess, each month the sender of the best stuff gets a bundle of peripherals for the console (or PC) of their choice from those wonderful people at Joytech.

Send your tippage to: Masterclass, GamesMaster, 30 Monmouth Street, Bath, BA1 2BW.

Or e-mail: gamesmastertips@futurenet.co.uk. Only the best stuff gets in!

MULTI TAP
JOYTECH

CONSOLETATION ZONE

Will it be mushrooms? Fried onion rings?

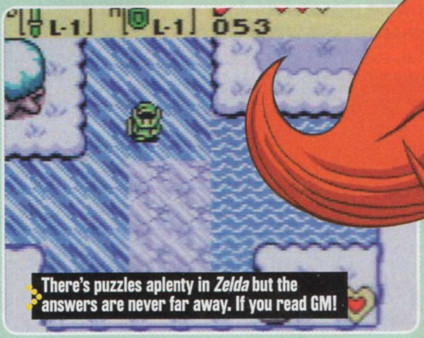
Got a problem? We'll sort it. If you can't nail something and it's **keeping you up** at night, then suffer no longer. **We'll help** – we're good like that...

RACKING YOUR CODE CHAOS! ♦ CRACKING YOUR CODE CHAOS! ♦ CRACKING YOUR CODE CHAOS! ♦ CRACK YOUR KING YOUR

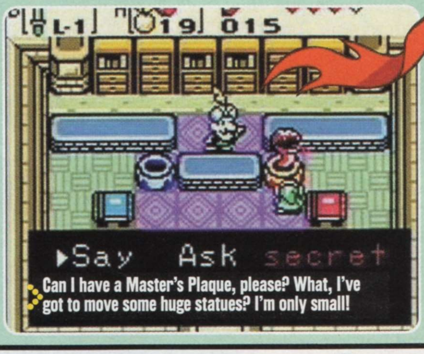
ZELDA: ORACLE OF SEASONS

Dear GM,
I've just bought *Zelda: Oracle of Seasons* for my Game Boy Colour and I'm stuck. Can you help me? I'm stuck at Sunken City in a cave behind a waterfall. I need to open four statues' eyes with a single stroke. You can push all but one up, down, left and right. I can't do it and I'm really stuck. I've tried everything I can think of. PLEASE HELP ME!
Paul Dunn, Cyprus

This just requires a spot of furniture shifting. In the absence of Pickfords, we suggest you follow these instructions: 1) move the second statue from the right to the right once, then 2) move the second statue from the left up and then right, and 3) the far left statue right twice and then up. Now stand in the centre of the four statues, charge up your sword and let fly with a powered-up swish. Now just hop over the deep water, up the new steps and get your hands on the the Master's Plaque, which you can swap in a moment for Zora's Flippers.



There's puzzles aplenty in *Zelda* but the answers are never far away. If you read GM!



Can I have a Master's Plaque, please? What, I've got to move some huge statues? I'm only small!

RESIDENT EVIL 2

Dear GM,
I need help on *Resident Evil 2*. I am stuck when finding a key card for the weapon storage.
James Skelton, via e-mail

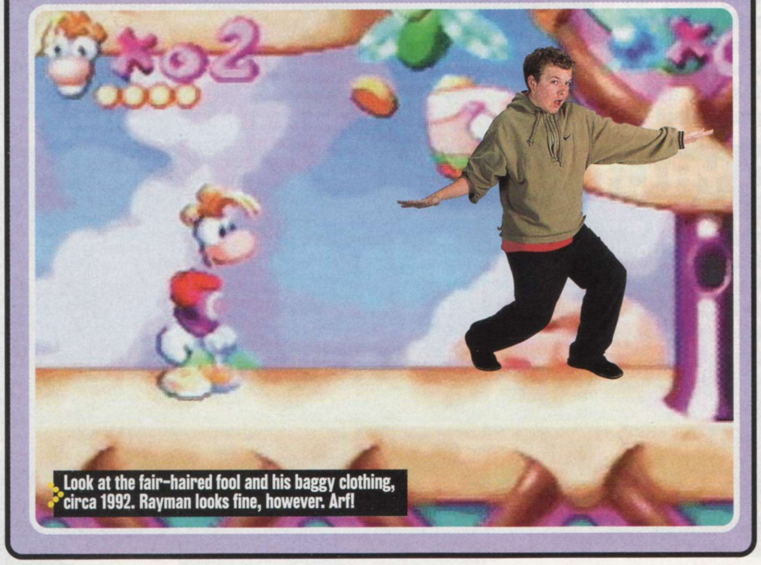
You need to go to the Autopsy Room, where you'll find the Red Card Key on a shelf. (As soon as you take the card, you'll get attacked by the corpses in the room, so be careful!) Now you can go to the Weapon Storage and open the door using the Red Card Key in the card reader.

If Claire had reached the weapon store she could've avoided a back seat snog.

RAYMAN ADVANCE

Dear GM,
I'm stuck on *Rayman Advance* in the Blue Mountains at the end of Mr Stone's Peak with the Rock Monster. I can't defeat him at all without dying.
Adam Carter, Walsall

First thing you need to do is leg it to the left and spring onto the boulder. Now leap up to get the power-up, and whack the smiley face so it gives Mr Stone a good old wallop. Now quickly use your helicopter to fly over to the other side, and when he picks up a boulder, punch it to make him drop it, then use it to punch the smiley face. Repeat until he's reduced to dust!

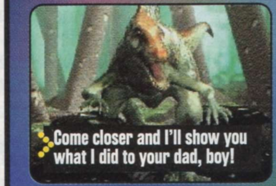


Look at the fair-haired fool and his baggy clothing, circa 1992. Rayman looks fine, however. Arf!

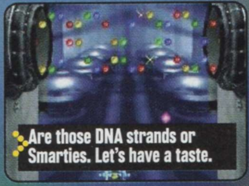
JURASSIC PARK 3: DNA FACTOR

Dear Gamesmaster,
I got *Jurassic Park 3: DNA Factor* for Christmas and I've been playing it ever since. The only thing bothering me is how to get past the T-Rex on the Return to the Raptor Pens level. So, can you help me or not?
Alexander Brooks, Mexborough, South Yorks

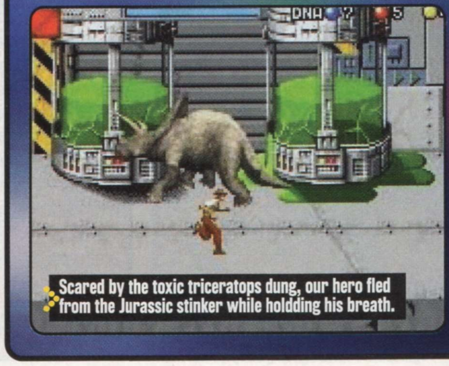
Can we help? Do ursine mammals defecate in sylvan copses? The T-Rex isn't too tough if you know how to bring him down. Just wait for him to bite at you, at which point you run away, turn around and aim a shot at his stupid head. After about five or six shots on target, he'll leg it like the scaredy short-armed pillock he is. Job done.



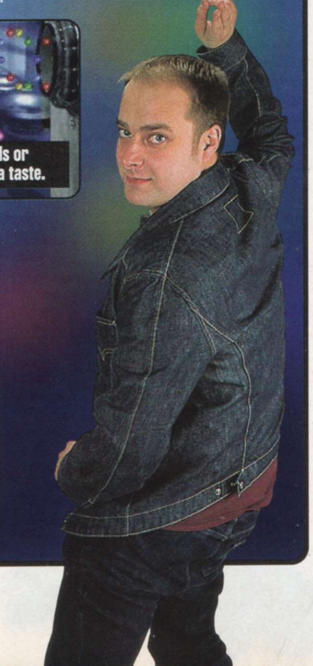
Come closer and I'll show you what I did to your dad, boy!



Are those DNA strands or Smarties. Let's have a taste.



Scared by the toxic triceratops dung, our hero fled from the Jurassic stinker while holdding his breath.



MARIO KART

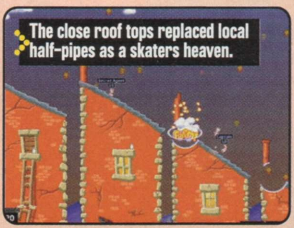
Dear GM,
However much I try in Mario GP in *Mario Kart* on GBA, I can't get a better rating than a 'B', even when I win every race and get over a hundred coins. Help!
Harvey, Sudbury

To get an 'A' or above (1-3 stars), you need to have low lap and overall times for all four races in each cup, and not go off the track onto the grass/dirt/snow. You'll also need to bag a load of coins, which will have the added bonus of speeding you up. Also, don't use any items if you want the top rating. The same goes for the try agains - you'll never get a triple star rating if you do! Good luck!

WORMS WORLD PARTY

Dear GM,
I'm stuck on Good Ship Armageddon on *WORMS World Party* and I want to complete it. Can you help me complete it?
Alan Fisher, Heswall

Yeah, it's no sweat, Alan. Here goes: on your first two turns, put down two girders so you can get to the big girder. Now, on your next turn, collect the right tool crate, use the Low Gravity, go left, backjump to the Jet Pack, then jetpack over the pole. Collect Teleport, and use it. The Target is on top of the last crate. There you go!



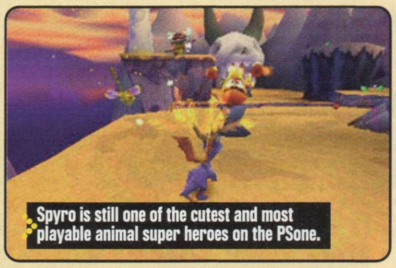
The close roof tops replaced local half-pipes as a skaters heaven.

The threat of a potential worm invasion required heavy firepower.

SPYRO 2: GATEWAY TO GLIMMER

Dear GM,
Can you tell me how to get to Ripto's Rage on *Spyro 2: Gateway to Glimmer*?
Sam Peter Haynes, via e-mail

Well Sam, if you mean how do you get to the last level, you need to have got all fourteen Talismans, and have fought Gulp. Once you've beaten him, go to the beginning of the Winter Tundra Palace, then ask Moneybags to headbash the rock in front of the door to open it. Go forward, then head left, then ride the wind current. Go to the top of the stairs and if you've collected enough orbs, you'll be able to get in the ring with Ripto. To defeat him, pick up three of the power-up orbs, then lay into him. You'll need to beat him in all three forms to defeat him.

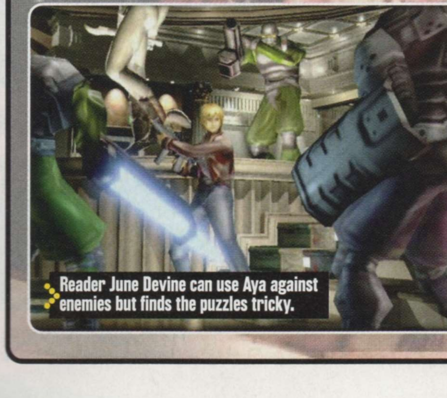


Spyro is still one of the cutest and most playable animal super heroes on the PSone.

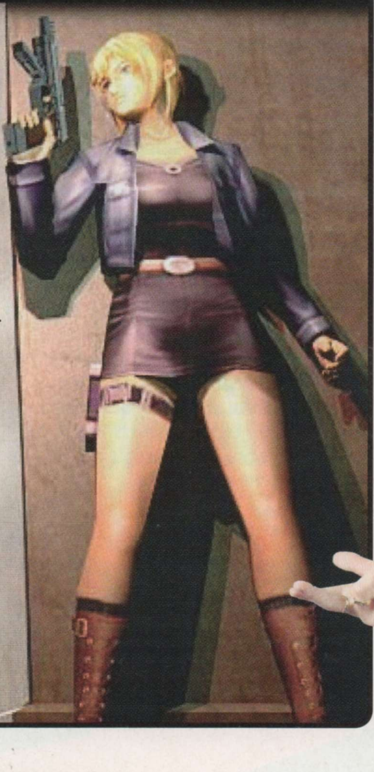
PARASITE EVE

Dear GM,
Please could you help - I am having trouble with the second disc of *Parasite Eve* on the PlayStation. It is the computer password in the Lab on Level Two. If you can help, I will be very grateful.
June Devine, via e-mail

You need the computer magazine about the Fatekeeper virus which is on Yoshida's bed in the Sleeping Quarters. Now, go to the laptop terminal in the Lab. It asks for a password - just follow the instructions on the magazine.The password - MELISSAMAYA - is displayed on the screen as background wallpaper. You now have to re-sort the letters alphabetically, which gives you AAAEILMMSSY. Now encode this in the Fatekeeper virus, which comes up with A3EILM2S2Y. This is the password you need to get access. Select Visitor Program, and answer the three random questions you are asked. All done.



Reader June Devine can use Aya against enemies but finds the puzzles tricky.



CLASSIC CZ

THE WORLD IS NOT ENOUGH

Dear GamesMaster,
I recently bought an ancient N64 with *The World is not Enough* and I am stuck on Mission 8 (Masquerade). I can get to the bomb but when I try to run back through the tunnel the door shuts before I get through and I die. Am I doing something wrong or just not fast enough?
S Jurich, Isle of Wight

Sounds more like the latter, to be honest. Follow these instructions, and if you're still ending up toast, you're not getting enough of a shift on after Renard has finished talking to you! As he is speaking to you, turn round and start legging it toward the yellow and black stripy bar on the ceiling. A cut scene of the bomb will then play, and as soon as it ends, run and jump at the hanging bar. If you were quick enough, you'll get another cut scene showing you whizzing away from the explosion. If you weren't, it's roast agent time.

▲ When the single player mode is not enough, get three mates round.

▲ The name's Bond. God knows who that fool below is, my dear!

Want to yell at us because you disagree with something you've read in the magazine? Or got a good idea you want to share with your fellow gamers? Well this is where you can do it. Simply e-mail your comments to: gamesmaster@ futurenet.co.uk, or stuff them in an envelope, fill out the coupon (or copy it out) on page 71 and send them to: Your Shout, GamesMaster, 30 Monmouth Street, Bath, BA1 2BW. We might not be able to reply personally, but we do read absolutely everything you send us – even all your requests begging for free games!

THE EDITOR • Robin Alway

A bumper pile of streetwise opinion from the planet's coolest readers. To get involved, scrawl a letter and get yourself heard! Mark the envelope 'Your Shout' and slip in the coupon on page 71.

STAR LETTER

WHY EVERYTHING BE ACE!

Dear GM,

I am writing not only to say how disappointed I am with the majority of games (no, no, no, don't stop reading, it's true!) but also to ask why game developers continue to make crappy games like *Peter Pan*. But first ask yourself "am I really impressed with the majority of games out there like, say, *Metal Gear Solid 2*?" I mean, make no mistake, it is a great game, but shooting some glass and making it shatter… isn't that supposed to happen? I mean, it is these little things that game developers promise to bring but fail to deliver. I'm just annoyed that I have a machine that can shift a hell of a lot of polygons around at an excessive rate only to see that shooting a TV screen and glass are the only real detailed aspects of the game. And do you know what the worst thing is? It's the most detailed game ever, alongside the likes of *Gran Turismo 3* and *Star Wars Rogue Leader*. Doesn't it tell you that game developers are happy making games such as *Conflict Zone* and *Tokyo Extreme Racer* rather than getting down and making visually astounding games that far exceed games like *Halo* and *Grand Theft Auto 3*. I mean, you [developers] want to make some money, don't you? Then make some bloody good games (not that there aren't any anyway, but I'm sick of seeing rubbish games)!

Abdullah Ayad, Norbury, London

To make games like* Halo *and* MGS2 *takes lots of money and development time, something which many developers don't have. Every one would love to make the next* GTA3 *but there's a lot of factors which makes this impossible, such a budgets, deadlines and talent. And remember, you don't have to buy the rubbish...

STAR LETTER

GamesMaster

If you're the Star Letter writer, you win a top game on the format of your choice, so get scribbling or typing right now!

gamesmaster@futurenet.co.uk

AHH, THOSE WERE THE DAYS

Dear GamesMaster,

This is your life! You first released your single issue multiformat magazine in 1992, reviewing games such as *Mario, Sonic, Streets of Rage, Alien Storm, Revenge of Shinobi.* Which brings me to my question. (I couldn't actually read your first issue because I was only four years of age).

The classic game selections that Sega should do are games that every Mega Drive owner would wish to have a sequel to, such as *Streets of Rage 3, Alien Storm 2* and *Shinobi 2 or 3*).

Bring back all those memories Sega – please.

PS Could you show a picture of your first issue.

Alan Lee, Liverpool

Oh the memories... when you could get away with an orange cover and the word 'Chopper'. As for Sega games, well they're making a new* Shinobi *which will coming to the PS2. Sadly no news on the others.

The greatest show on TV is now a magazine!
NEW!
GAMES MASTER
Sega! Nintendo! Amiga! More!
WIN A £2,000 GAMES STATION
50 PAGES OF HOT NEW RELEASES
MEGA DRIVE
SUPER NES
AMIGA
JAMES POND 3
20 PAGES OF TIPS FROM THE MASTER!
CHOPPER FRENZY!
Desert Strike - The ultimate SNES blast
Gunship 2000 - The ultimate Amiga sim!
PLUS: All the latest news on Neo Geo, PC Engine, Mega CD, Game Boy, Game Gear and Lynx!

▲ Back in 1992 we had to write each issue by hand and Tom was still in nappies. He was 15 at the time.

GAMES: A FORCE FOR GOOD

Dear GamesMaster,

I don't normally write letters, but after hearing the millionth old person complain about how videogames are the cause of all evil in the world, I felt I had to address certain issues.

Computer games do not cause children to do badly at school. I am currently doing A-levels, and am doing very well, despite the fact that I spend a lot of my time playing games. Games actually offer a goal, as looking forward to playing an amazing game can actually make you work even harder at school. The other argument is that games lead to violence. This is absolute nonsense. Games actually offer a suitable means of venting anger, as you can do it in a virtual world.

Most of the above views actually come from grown ups who have never played a game in their lives. My advice, if you're of those game-hating people, is to actually try playing a game. You might enjoy it.

Gareth Lewis, Newport, Gwent

If any of you are playing games instead of doing homework, buy a copy of* Jet Ion GP *and after five minutes, we guarantee that learing your periodic table will suddenly seem as exciting as a day out with* Spider-Man *in comparison.

THEN THERE WAS ONE

Dear GamesMaster,

I have an excellent idea for games companies: join together. If Sony, Microsoft, Nintendo, Sega and even other companies like IBM or Toshiba combined their vast knowledge to make one super console.

Could you imagine *Mario, Sonic, Resi Evil, Final Fantasy, Metal Gear, Silent Hill* plus with Microsoft making deals with PC Game developers, we could have all the top games with some not so good ones just to make up the numbers.

Online gaming would be unbelievable quality, because if everyone had the same console, companies wouldn't have to worry about designing the games for people who only have that console. With *Final Fantasy, Phantasy Star Online* and even *Gran Turismo* (we hope) all for the same online console, it'd be hard to stay offline.

Even if companies thought about this, they wouldn't lose money because they could charge more because most people now own more than one console.

Michael Loads, Dagenham

Michael! You've just identified what's wrong with your idea – this huge mega company could charge more. With only one supplier of consoles, games prices could be hiked as high as they liked as there would be no competition! Also they

wouldn't have to kill themselves to make better games as there'd be nothing else on offer. Having several companies striving for money is a good thing – it keeps quality up and prices down.

WE LOVE OUR READERS!

Dear GamesMaster,
I am a big PlayStation fan and I buy loads of the available mags (but get *GM* on a REGULAR BASIS). How come all the other mags don't have any specific part allocated to "their readers"? Some have a few pages for letters but none offer a cart boot sale or a pen pals section – WHY? They should take a leaf out of your book. Your mag is great and the others are not… as good. Tell them to bloody jazz it up a bit!

Steven Heath, Kingsbridge, Devon

Steve, you're a beautiful man. Why don't other mags do it… we don't know. Perhaps they don't care as much as we do.

OUR MINISTRIES ARE IN ORDER

Dear Sir/Madam
I'm so grateful in writing you this letter. I hope everything is in order in your ministries.

My aim of writing you this letter is to ask you for a game master. I have been looking for your address in magazines whether I may come across any one of which I will write and will be sent a game master.

The way I managed to get this address of yours was a long way for me to go it was a very friend of mine who decided to give me your address and I very happy to have it.

I hope you may also have mercy upon me and send me what I need from you. BYE.

Richard Gokah, Madina-Accra, Ghana

Richard, you've lost us. Our only portable 'game master' is Tom but sadly he won't fit in a jiffy bag. Sorry.

I'VE GOT DEM XBOX BLUES

The GamesMaster Crew,
I'm in a state of panic about my Xbox. The software has dried up and its sales show that many gamers really do not have faith in the big black bucket. Early days I know, but with Ninty showing its usual magic so early on its "purple prince" (aka GameCube), and Sony chucking out more games every day with the occasional gem.

The Xbox is not giving me much confidence at all and Microsoft can't rely on *Halo* and a bargain super console forever. It needs exclusives and third-party support, otherwise it will suffer the same fate as N64 and my beloved Dreamcast. All I can say to Microsoft has to get its finger out its ass as its loyal public will only have so much patience. It's sad to see a beautiful (inside only!) machine go to waste. You must agree that PC ports will not do for long and its up-and-coming games schedule is nothing special. For now I will be patient.

Ricky Bird, Canvey Island, Essex

We hear your pain Ricky, but give Microsoft a bit more time. They're still learning about the console market, but have made noises that they intend to be here to stay. Microsoft have very deep pockets and they will find a way to make it work. And on-line gaming could be the key…

Penpals

Want to chat with like-minded loons? Or perhaps you're looking for that special someone to share a two-player game with… Mark your letter 'Penpals' and send your entry in with the coupon on page 69 to the usual address!

Hey! I'm looking for moshers and punks age 13-16 who love rock concerts but never have anyone to go with. I'm trying to form a group of friends to go to places like Reading and Ozzfest. I'll explain more when you write. 100% reply (you must not be prejudiced and nasty).
Natalie Cusack, 15 Pitchford Avenue, Page Hill, Buckingham, MK18 1GG

Female, age 11 or 10. Must like WWF, Rangers FC, hockey and Limp Bizkit. Must own a PS2 and come from Scotland (Perth or Dundee). Must be 100% sure.
PS A picture would be nice
PPS Must also own GBA and hate Xbox.
Mark Cook, 53 Midmill Road, Dundee, DD4 8JF.

Male/female penpal wanted aged 12-14 (I'm 13). Must own a PlayStation or GBA. I have a PlayStation, GBA, PC and N64. I am a Simpsons nut and I like Harry Potter. I like Gorillaz and Eminem. Please send photo if possible.
Nick Gulliver, 33 Orkney Close, Lordshill, Southampton, SO16 8BW.

Hi, I'm Steven and I'm lookin' for a pen-pal male or female aged 12-14. You must like the PSone/2 *Final Fantasy* games, every book and game about *Harry Potter*, films such as *Wild Wild West* and/or *Shrek* and programmes like *Friends – Jackie Chan Adventures* and gameshows (eg *Survivor* or *Big Brother*). If you match up to 3+ of these things write to me at:
Steven Heath, 21 Coronation Road, Kingsbridge, Devon, TQ1 1DW.
E-mail: stevenheath55@hotmail.com

Hello. My name is Huzafa. I'm looking for a male/female penpal. You must also like the *Metal Gear Solid* games. You can be any age under 20. You also have to have an E-mail address so I can send messages. I like adventure and action type games. If you can, please send a photo with one of your letters. Remember I have loads of cheats for games to loan to you.
My e-mail address is huzafa91@hotmail.com.

Male/female penpal wanted age 10-15. I am 11 and like hockey, football and *Games Master*. My favourite bands are Limp Bizkit and Union Underground. Please send a pic. PS I don't care what you're like.
Bradley Cook, 53 Midmill Road, Dundee, DD4 8JF. E-mail: BC26847@Dundee.Biblio

Hi, my name is Jorel and I am looking for a penpal (male/female) aged 12-14. I'm 12 and if you think my name is weird just call me Joz. The stuff I like is rock bands, the Simpsons, football, tennis, skateboarding and playing strategy board games. I own a PSone, Dreamcast, N64, GBC, GBA, a SNES (still!) and soon an Xbox. A full reply to people who kinda like the same stuff as I do. If you are willing to write a picture would be nice or probably some cheats. Please write to me.
Jorel Boswell, 181 St Mary's Road, Moston, Manchester, M40 0BN.

Hi, I'm looking for a female/male penpal aged 13-14. I love *Final Fantasy* and *anime DBZ, Gundam Wing.* I'm open minded, like Britney Spears and Sum 4l. Pic not needed 100x million % reply guaranteed.
Kieran Pettitt, 7W Hitman Road, Scunthorpe, N Lincs, DN17 1QU.

I like RPGs. I'm male, 12. I'm looking for male/female 11 to 14. I like heavy music. You must like animé and PSone, GBA, PC.
Steven Binks, 35 Falstaff Road, Billy Mill, North Shields, Tyne & Wear, NE29 7NT.
E-mail: binksy45@hotmail.com

CART
BOOT SALE

Here's where you can sell your stuff and grab yourself a bargain too! Mark your ad 'Cart Boot' and send it in with the coupon on p71!

Games For Sale

PS and DC games for sale. PSone games: *Tomorrow Never Dies, Tomb Raider, World Cup 98, Tekken 3, Soulblade, Worms, Diehard:Trilogy, Medievil, Soviet Strike.* Sell from £5 to £9. DC games: *Phantasy Star Online, Sonic Adventure, Virtua Striker 2, Tomb Raider: The Last Revelation, Crazy Taxi, Worms: Armageddon, Formula 1 Grand Prix.* Sell from £7 to £10.
Alan Lee, 153 Parthenon Dr, Norrisgreen, Liverpool, L115AN Tel: 07984548733

PS2 games for sale. The games are *WWF Smackdown 3* – £35 and *Orphan* – £20 or both for £45. I am also willing to swap *Smackdown 3* for *Grand Theft Auto 3*, and I am willing to swap *Orphan* for *Dead or Alive 2* or *Gran Turismo 3* or *Pro Evolution Soccer* or *FIFA 2002.* I will also swap *Smackdown 3* or *Orphan* for any other game recommended.
Zayyan Ishaque. Text me on 07811920436 or phone me on 0141 637 4068.

Playstation for sale. With 2 controllers, 19 games, 2 memory cards and a steering wheels and footpedals for £100.
Call me on 01262 608560, ask for Michael.

Games/Consoles Wanted

Nintendo 64 control pads wanted, also expansion pak.
Alan Lee, 153 Parthenon Dr, Norrisgreen, Liverpool, L115AN Tel: 07984 548733

I'm looking for a Blaze Xploder cheat Pack for the Game Boy Color and a *Warioland* game. I'll trade for a Playstation game called *Hidden and Dangerous* and a Playstation cheat book.
Phone Ben on: 0121 532 9506

Games/consoles wanted. Any N64, GB and GBA games wanted: looking for anything especially *Pokémon, Harvest Moon, Shadows of the Empire* and *Lylat Wars.* Also, looking for a *Pokémon Pikachu 2.*
E-mail me at: Blinkant@lycos.co.uk

Wanted: An N64 Blaze cheat cartridge (X-ploder).
Chris Porter, 71 St Thomas's Road, Worthing, West Sussex.Tel: 01903 236483

Game wanted bad. Hi everyone, I'm seeking the excellent PS1 classic *Metal Gear Solid* if anyone's willing to sell it please reply!
Reply to Luke on 07941 452422 or lucascool17@hotmail.com

Games wanted: *Disc World, Disc World 2, Disc World Noir.*
Chris James, Flat 1, 52 Cavendish Place, Eastbourne, East Sussex, BN21 3RL. Contact numbers: 01323 749628 (home) and 07876 655680 (mobile).

Games To Swap

I am willing to trade a Playstation, *A Bug's Life, Street Racer, Theme Park, Pro Pinball: Big Race USA, Toy Story 2 and Lego: Rockraiders* for a Playstation 2 in good condition and *Tony Hawk's Pro Skater 3* (PS2 version).
Call Alexey or my mother on 0790 1826650 or e-mail us at VUJ7@AOL.COM. Thank you.

Resident Evil 1 wanted for Playstation will swap *MGS* and solutions book with *Silent Hill* demo and if more wanted will throw in *South Park* with cheats. I also have a Sega Mega Drive for sale with 5 games 2 controls and all the cables console in perfect condition and I'm asking £45 for everything.
Call 07752 791622 or 0143831763 and ask for Sean.

Wanted: Catz (GBC) I'm willing to swap *Digimon World* (PSone) and a shiny Pokémon card for it. 100% reply to the first person who wants to swap.
Call Sean on 07951884859 (or text message me).

I am willing to swap *Worms* and *Reinforcements United* for *Oni* or *Sonic 2* (PC).
Please email Benjamin c/o posy@supanet.com. Thank you.

I'm desperately looking for *Resident Evil 2* or *3*. I'll swap them for *Sheep, Dog and Wolf* (PS1), *Ronaldo V Football* (PS1) and *Pandemonium* (PS1). I'll also swap my Jordan racing wheel (PS1) for *Driverz, FF9, Syphon Filter 3 and FF6.*
Phone Liam Hoggins on 01472 871144 after 4pm on weekdays or e-mail littlefoot@grtgrimsby.freeserve.co.uk

Consoles For Sale

Green Game Boy Color for sale In excellent condition with batteries included. Also includes 2 games: *Toy Story* and *Crazy Castle 3* – all this for only £20.
Phone Hayley Woolland on 01279 505137. Email: samml.woollad@hotmail.com

Game Boy Camera and Printer for sale. Also a 4 games 3-in-1 GBC add-on multistation with built in vibration, loud speaker and charger. Comes with main charger. All in good condition – all for £35-40 or will sell separately.
Phone or text Rob: 07773 742551 after 18:00.

I am selling a Playstation with 2 controllers and a memory card. Plus 25 games including *Driver 2, Spyro 2 & 3, Tony Hawk's, Colin McRae Rally 1 & 2, Smackdown 1 & 2 and Who Wants to be a Millionaire,* all for £250 or nearest offer.
Please call Jordan on 07941 567904 if interested.

PAL N64 two controllers (grey and black), official memory pak, official rumble pak, transfer pak (with *Pokémon Red* which has all 151 monsters), Equalizer cheat cart 2.0, *Perfect Dark, ST: Rogue Squadron, Lylat Wars, Goldeneye, Operation Winback, Turok 2, Pokémon Stadium, Body Harvest, Turok: Rage Wars, Quake, Duke Nukem: Zero Hour, Extreme G, ISS 64, Wave Race, Pilot Wings, Conkers BFD, Super Mario, ISS 98, Turok, WWF Warzone, Resident Evil 2, F1 World Grand Prix, Zelda: Ocarina of Time.* Unboxed in good condition all for £150 willing to negotiate lower.
Ask for Addy. 020 8950 7752 Mostyn Road, Bushey, Herts, WD23 3PN

Dreamcast and keyboard & Internet leads & Ferrari steering wheel & VMU & 2 controllers & vibration pack & Xploder disc & cheat book & 16 demo discs & 36 games (including *V-Tennis 2, Daytona USA, Crazy Taxi 2, MSR, Quake 3)* ALL BOXED AS NEW £350.
Also for sale Game Boy Color & 5 games & carrycase ALL BOXED AS NEW £50.
Also for sale Game Boy Pocket & 4 games £30.
Call Martin on 07905 190233 (after 6pm).

PSX with 19 games. Including *Smackdown 2, Spyro Year of the Dragon, Tekken 3, Heart of Darkness, Crash Bandicoot Warped, Mortal Kombat Trilogy, Medievil 2* plus memory card and 1 explorer cheat cartridge and 3 controllers. £149.99.
Call Ben on 01799 599513.

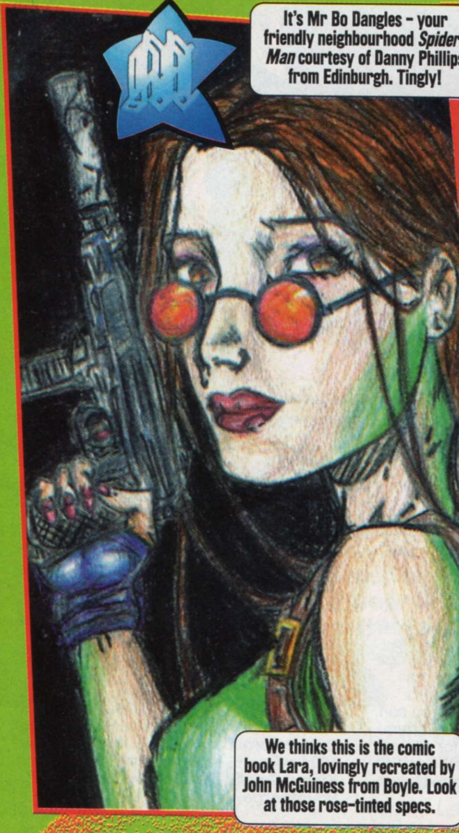
GBA for sale with 3 games. *Harry Potter and the Philosopher's Stone, Warioland 4* and *Spyro Season Ice. I will also throw in a carry case and 3 game cases all for £95.*
Ring Michael on 0114 2309 448.

N64 for sale. 2 control pads, 2 memory paks, Expansion Pak and 8 games: *Perfect Dark, Mario Tennis, Excitebike 64, WWF No Mercy, Roadsters, ISS 2000, ISS 64 and Command and Conquer.* All for £150.
Call Alex anytime on 07950-221444 or e-mail at: XZIBIT5146@AOL.COM

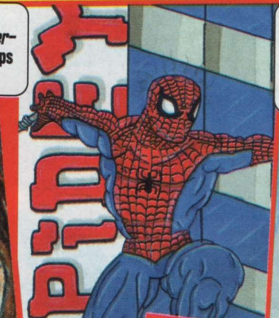
Playstation with 15 games including *GTA2, Spyro 2 GT2, Smackdown* and *Tomb Raider 4.* 3 pads including Green dual shock. Also a light gun and pedal, a *Spyro* games case and a few extra Playstation mags. Excellent condition. £140 ono. South London area. Must be able to pick up.
Zak. 020 8488 5132.

GM ART HOUSE

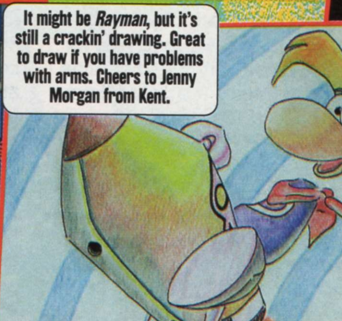
» Are you a whizz with the old felt tips? Why not send us a pic (no bigger than A4) and show it off to the nation? Our fave each month wins a free game on any format! And don't forget to include the coupon on page 71!



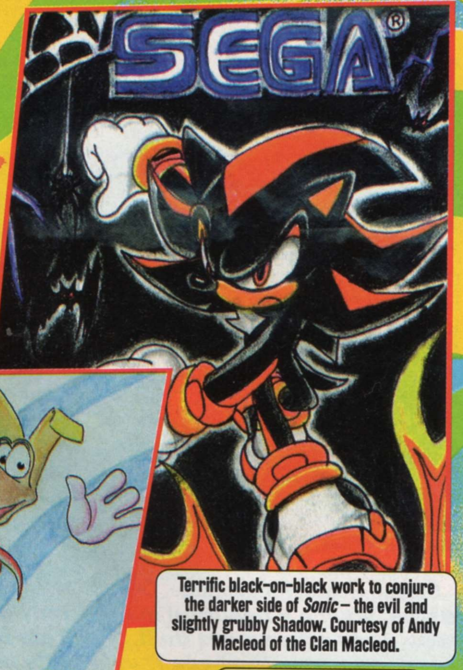
We thinks this is the comic book Lara, lovingly recreated by John McGuiness from Boyle. Look at those rose-tinted specs.



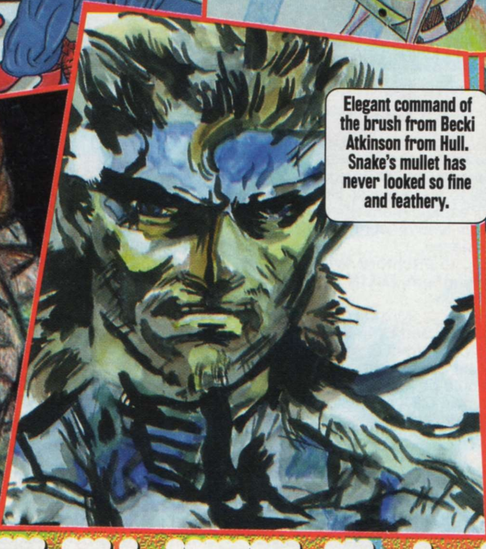
It's Mr Bo Dangles – your friendly neighbourhood *Spider-Man* courtesy of Danny Phillips from Edinburgh. Tingly!



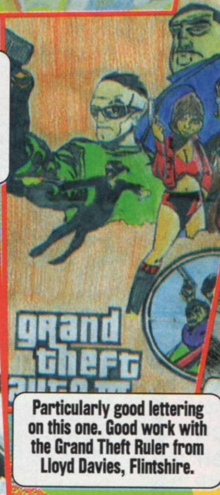
It might be *Rayman*, but it's still a crackin' drawing. Great to draw if you have problems with arms. Cheers to Jenny Morgan from Kent.



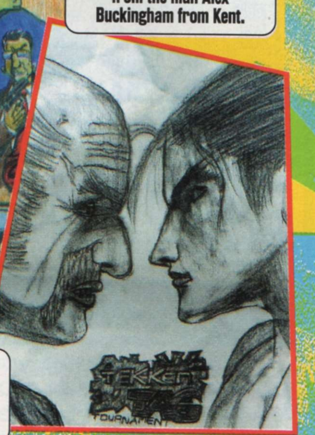
Terrific black-on-black work to conjure the darker side of *Sonic* – the evil and slightly grubby Shadow. Courtesy of Andy Macleod of the Clan Macleod.



Elegant command of the brush from Becki Atkinson from Hull. Snake's mullet has never looked so fine and feathery.



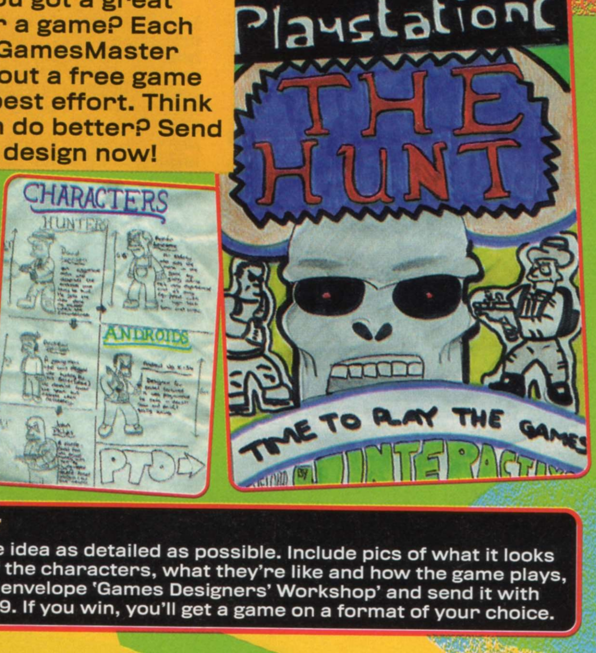
Particularly good lettering on this one. Good work with the Grand Theft Ruler from Lloyd Davies, Flintshire.



You just know they're going to kiss and make up any second. Lovely bit of pencilling from the man Alex Buckingham from Kent.

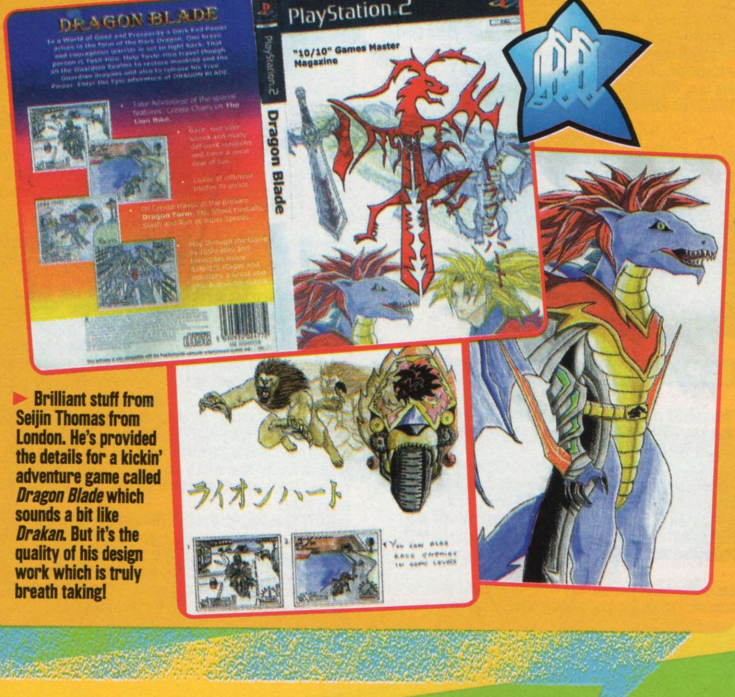
GAME DESIGNERS' WORKSHOP

» Have you got a great idea for a game? Each month GamesMaster dishes out a free game to the best effort. Think you can do better? Send in your design now!



► The year is 2049, when Androids work side by side with humans. But now a group of mining droids have gone AWOL and have to be tracked down by the Hunters. This hard-core shoot-em-up adventure is from the brain of Jamie Hutchinson from Cheshire, which blends Blade Runner with Simpsons design. Top combination!

THIS MONTH'S WINNING GAME!

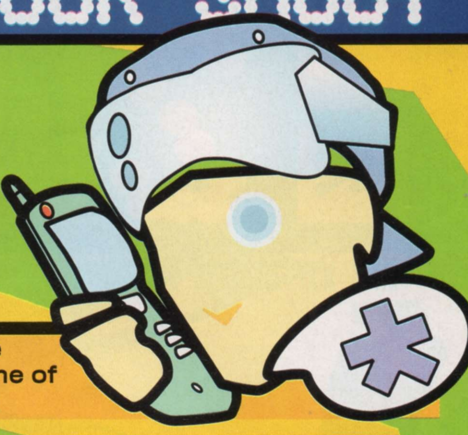


► Brilliant stuff from Seijin Thomas from London. He's provided the details for a kickin' adventure game called *Dragon Blade* which sounds a bit like *Drakan*. But it's the quality of his design work which is truly breath taking!

How to Enter

Make your game idea as detailed as possible. Include pics of what it looks like, sketches of the characters, what they're like and how the game plays, then mark your envelope 'Games Designers' Workshop' and send it with the coupon on 69. If you win, you'll get a game on a format of your choice.

OUT NOW!

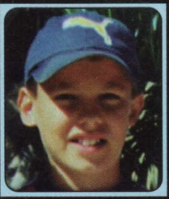


>> Reckon you can review games alongside the GM team? Want to get your name and pic in print and win a top quality wodge of gaming goodies? Just review one of your games for us, mark it up 'Out Now' and send it in with the coupon below!

Grand Theft Auto 3

PRICE: £40 **PUBLISHER:** ROCKSTAR

REVIEWER

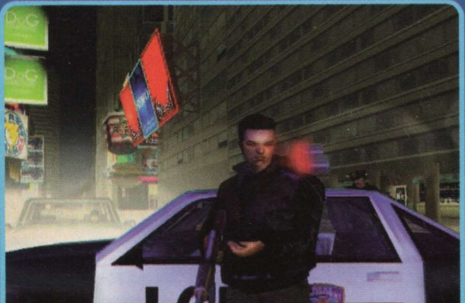


Daniel Alsop

Criminal life doesn't get any better than this! You've got kick ass rocket launchers, gangs trying to take a pop at you while you take out their fat boss and kickin' tunes on the radio. Pile all of that together and what have you got? Quite possibly the best game of all-time – *Grand Theft Auto 3*, or to those on the criminal stepladder, *GTA3*.

This game has got everything: action and adventure, right down to those nitty gritty details like when in the car if you steer left, your character will move the steering wheel in that direction. Another added bonus is that some of the cars look and handle like the real things. The Screeching Banshee looks, sounds and handles like a Dodge Viper. Yet another good point is just how damn hard it is. The first missions for some people are really easy but later on they're as hard as nails.

There are a few slight problems, but not very many – for instance your character doesn't speak, but if you can see past that, then this game is a must-have for PS2 owners.



Surely the the sexiest games on the PS2. It's surpassed all our expectations and we can't wait for *VIce City*.

Metal Gear Solid 2

PRICE: £45 **PUBLISHER:** KONAMI

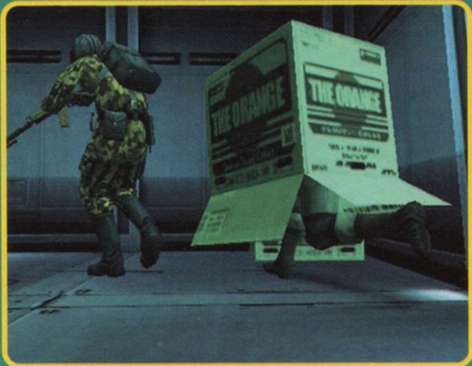
REVIEWER

Russell Porter

The world of next-generation consoles is here with all the might and power of graphics and speed, but that's not all... *MGS2* is here! You are a rock hard undercover agent named Snake, who crash lands onto a massive tanker. You join the struggle against a group of terrorists in trying to uncover a most deadly nuclear weapon: METAL GEAR! (is that enough for you?)

The game is an action packed shooter. The scenery is astonishingly beautiful and whenever you look around, you're amazed by the detail – you can even shoot individual melting ice cubes! As you fight, you can expect some pulse racing action, which will thrill you to the bone.

It's a sure bet that buyers of this game will be brainwashed for many months. All in all, *MGS2* is a perfect landmark for other PS2 games to follow. The sound, the graphics and the gameplay, are in a word, beautiful.



▲ Snake is never happier than when he has a box to play with. You should see Solid Snake when he can make a fort out some cushions.

Harry Potter & the Philosopher's Stone

PRICE: £35 **PUBLISHER:** EA

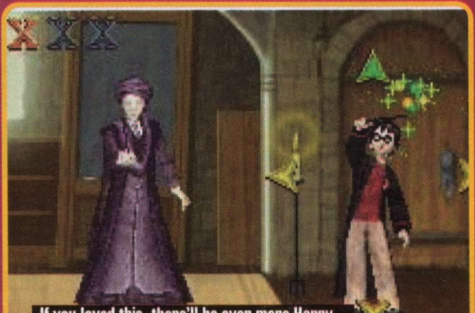
REVIEWER

Thomas Price

The books are great, the film is great, and many people will say the game is great too! A character of someone's imagination has never got close to the attention received by the media and game critics. The GBA version of this game certainly makes its mark on the market, and your bedroom shelf. Rather than going for the PS or PC versions, the GBA offers Harry Potter, anywhere you want!

Its graphics are very clear to the naked eye, and are detailed enough to just make out Harry's wand. Sound and music are impressive qualities of the game, such as Harry shouting "FLIPENDO!", but character speech (excluding Harry and his enemies) may be a missing factor that if not included, may lose reviewers' marks. Its gameplay is quite high, and offers many new challenges, spells, enemies, house points and every flavour beans.

So in conclusion, Harry and friends have really rocked the GBA circuit with their magic, and deserve a place in everyone's collection.



If you loved this, there'll be even more Harry out soon with his *Chamber of Secrets*. Nice.

Your Shout Entry Coupon

Fill it in and get in the mag!

Want to get involved? To get your stuff in the pages of GM just mark your letter either 'Your Shout', 'Cart Boot', 'Art House', 'Game Designers' Workshop' or 'GM Penpals' and bung in this coupon with your submission. Simple. Now send the bundle to... GamesMaster, 30 Monmouth Street, Bath, BA1 2BW. Do it now! If you don't want to hack up your GM, scribble it all down on a bit of paper.

My name is: ______________________

My address is: ______________________

____

____

My age is: ______________________

The bit of GM I like is: ______________________

The bit of GM I hate is: ______________________

Stick a pic of yourself here if you want to see YOUR face in GM!

(Don't want to send your favourite pic? Send a stamped, addressed envelope with your entry and we'll send it straight back to you!)

To get your stuff in GM send it to...
GamesMaster, 30 Monmouth
Street, Bath, BA1 2BW.

This month's GM survey questions are...

Beachballs or Frisbee – which is your favourite outdoor plaything? Who wins the biggest battle of them all – Monkeys or Dinosaurs? And who's going to beat United to the Premiership this time?

BEACHBALL OR FRISBEE? ______________________

MONKEYS OR DINOSAURS? ______________________

PREMIERSHIP WINNERS? ______________________

Check back next month for the results!

Result!

In GM122, we asked you: Spiderman or Star Wars: EP2 – which is best? Which one are you most excited about – Mario or Zelda? What's your post-E3 'most wanted' game?

SPIDEY OR EP2: ...Spidey

MAZZA OR ZELDA: ...Mazza

E3'S MOST WANTED: ...SmackDown! 4

Mark your letter up as 'Your Shout', 'Cart Boot Sale', 'Art House', 'Game Designers' Workshop' or 'GM Penpals'!

TO SAVE THE WORLD
EVEN SHE NEEDS YOUR HELP
PlayStation 2
FINAL FANTASY X
SQUARESOFT

The epic Final Fantasy series can now be experienced on PS2 for the first time. But without you the most fantastic gaming story ever created cannot continue. Help Tidus and Yuna battle through an epic journey in an attempt to save the world of Spira from the evil Sin. What are you waiting for?

SQUARESOFT THEIR DESTINY IS IN YOUR HANDS.

uk.playstation.com PlayStation 2 THE THIRD PLACE

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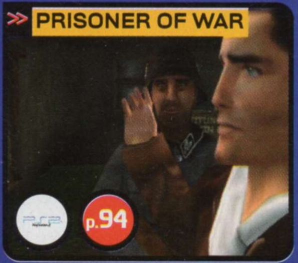
ALL RIGHTS RESERVED. © 2001, 2002 Square Co., Ltd. All rights reserved. FINAL FANTASY and the SQUARESOFT logo are registered trademarks of Square Co., Ltd. Character Design: TETSUYA NOMURA.

NEW GAME REVIEWS

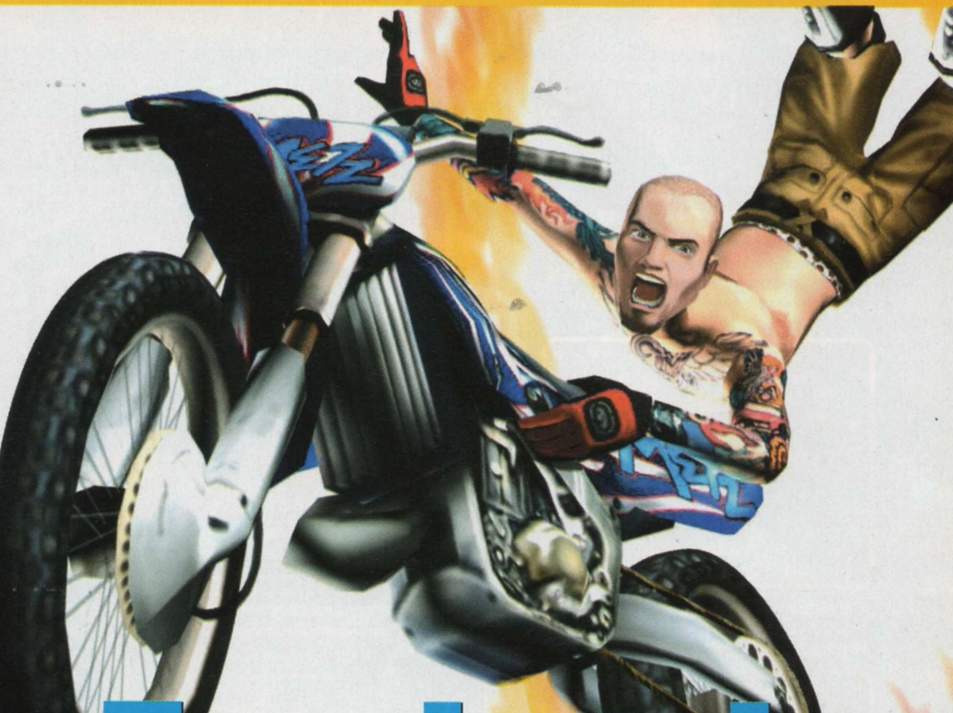
REVIEWS EDITOR

This month, PC owners finally get to play GTA 3 while Bond finally heads back to Nintendo in *Agent Under Fire*. PS2 owners can buy the new car-stuffed *GT Concept 2002 Tokyo-Geneva* and lucky PSone gamers can perfect head shots in *Delta Force: Urban Warfare*. If you think summer is lacking in new games just take a look at *Buffy* and Grand Prix 4!

Richard Melville



GRAND THEFT AUTO 3
PC
p.101



Freekstyle

PS2

THINK SSX WITH ENGINES, MUD AND KNOBBLY TYRES! EA GO BIG WITH THE MOST OUTRAGEOUS BIKE GAME YET! FIRST REVIEW!

p.80

THE SCORE

90 to 100%	Tippety top cream of the crop. If you own the console, buy this!
80 to 90%	A great game. If you like the sound of it, you should get it in.
70 to 80%	Neat enough but a little lacking. Still, if you really must have it...
60 to 70%	A game scuppered by an annoying flaw or two. Shame.
50 to 60%	Above average but only just. Spend your cash elsewhere.
40 to 50%	Quite simply not very good. We played it – we didn't like it.
30 to 40%	Oh dear. Perhaps the programmers should play some 'games'.
20 to 30%	What the...?! This looks awful and plays awful as well.
10 to 20%	Not a videogame at all but a device of mental torture.
0 to 10%	Like dangling your diddlies in a mincing machine.

THE VERDICT

Factpack

The stuff you need to know...

Drivers	22
Manufacturers	11
Circuits	17
Levels of Difficulty	4

Your 'at a glance' guide to the game's features. How many levels? Bosses? You'll find it here.

Softography

These guys have also made...

FIFA '98	68%
FIFA '99	90%
FIFA 2000	78%
NHL 2000	45%
NBA LIVE 2000	91%
MADDEN NFL 2000	58%

Are the game's makers hot or not? Want to know what games they've made before? It's all here!

If the game scores over 90%, GM awards it a Gaming Masterpiece. These games are among the very best you can get so snap 'em up!

The final verdict in one snappy soundbite with the only score that counts at its side.

It's crunch time. Here's where you'll find the real deal for every game. Each title is rigorously assessed in three disciplines:

Graphics: What does it look like? Does it move smoothly? Enough variety?

Gameplay: Does the game *work*? Is it satisfying and fun to play or a pain in the cheeks?

Lifespan: Is there enough of it? Will you be playing this title for months or mere minutes?

Judgement

GRAPHICS Perfectly acceptable, and you certainly get the impression of being airborne.

GAMEPLAY A bit muddled, what with multi-levelled racing and unclear combat elements.

LIFESPAN If you yearn to race a plane, you'll love this, but otherwise it's all a little tame.

N-Gen Racing is a competent title, but loses out due to its lack of any real impression of speed and a erratic combat system.

Overall

70%

REVIEWED THIS ISSUE...

HANDHELD HEAVEN p102 • The Ripping Friends • Droopy's Tennis Open • CT: Special Forces • Downforce • Scooby Doo: The Movie • Zoocube • Spyhunter

GT CONCEPT 2002 TOKYO – GENEVA (PS2)..72
BUFFY THE VAMPIRE SLAYER (XBOX) 76
DRAGON BALL Z: LSW (GBC) 78
LEGENDS OF WRESTLING (GC)....................79
BARBARIAN (PS2) 79
FREEKSTYLE (PS2) 80
AGGRESSIVE INLINE (PS2) 82
VIRTUA STRIKER 3 (GC)..............................83
DELTA FORCE: URBAN WARFARE (PS) 85
SW: ATTACK OF THE CLONES (GBA)............86
DUKE NUKEM: MANHATTAN PROJECT (PC) 87
LE TOUR DE FRANCE (PS2) 87
AGENT UNDER FIRE (GC)............................88
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SCOOBY DOO: 100 FRIGHTS (PS2) 92
CAPCOM VS SNK PRO (PS2) 93
KING'S FIELD IV (PS2)..................................93
PRISONER OF WAR (PS2) 94
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SW: GALACTIC BATTLEGROUND (PC)........97
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GRAND THEFT AUTO 3 (PC).......................101
HUNTER: THE RECKONING (XBOX).........104

Reviews Round-up p105 Sven Goran Eriksson's World Challenge (PS) • Army Men: World War (PC) • Starship Titanic (PC) • Team Factor (PC) • Simon The Sorceror (PC) • The Hoobs (PS) • Sesame Street Sports (PS) • This Is Football 2002 (PS2) • High Heat Baseball 2003 (PS2) • Sky Sports Football Quiz Season 02 (PS) • The Italian Job (PC) • Detective Barbie: The Mystery Cruise (PS)

Turn the page to get the lowdown on *GT Concept 2002 Tokyo -Geneva*

REVIEWER

Alex Cooke

Congratulations
Gold License Prize
OK

OUT: JULY **FORMAT:** PS2 **PRICE:** £25 **DEVELOPER:** POLYPHONY DIGITAL **PUBLISHER:** SONY **SPECIAL FEATURES:** I-LINK **OTHER FORMATS:** NONE **CALL:** 020 7859 5000 **PLAYERS:** 1-8

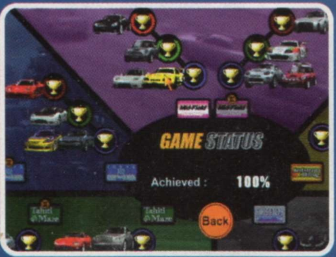
The Concept is that you get less of the same exhausting and exhilarating action for less cash. How can that be?

GT Concept 2002

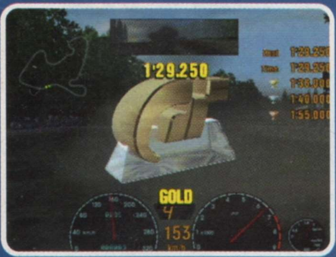
Toyko – Geneva

Rush Hours

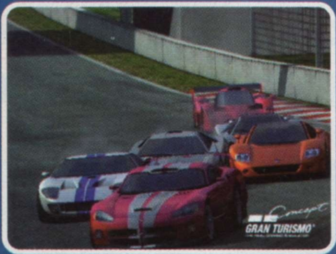
If you found *GT3* too big, too hard and too intimidating, *Concept* lets you start off straight away with quick fix thrills and the chance to drive the super cars in hours not days. There is no need for a Haynes manual or an evening class in oil, these cars are ready to roll from the off.



▲ At the start of the game forty cars are ready to be unlocked, all you need to do is win every race. No problem for a driver of your calibre.



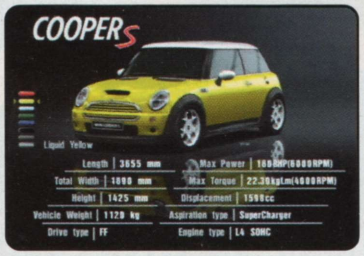
▲ It only takes a few medals to start unlocking cars and with the pace car on the case, it gets even easier. Suits me guv!



▲ There are two classes of racing and even on the hardest, the matched machinery means no one is faster than you.

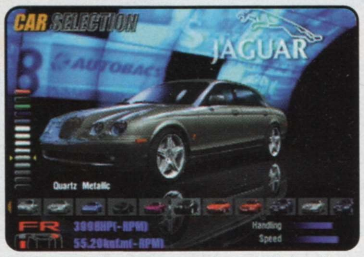
Silver Machines

They are the finest, the fastest, the flashest that Europe can offer and we have driven them all. Not that we're bragging or anything...



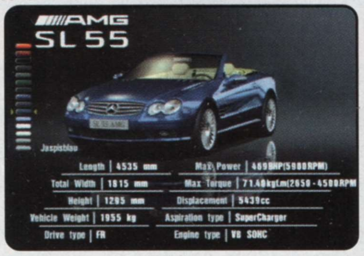
Liquid Yellow
Length | 3655 mm
Total Width | 1690 mm
Height | 1425 mm
Vehicle Weight | 1120 kg
Drive type | FF
Max Power | 160BHP(6000RPM)
Max Torque | 22.30kgf.m(4000RPM)
Displacement | 1598cc
Aspiration type | SuperCharger
Engine type | L4 SOHC

▲ It defeats aliens and zombies in the adverts but can this Mini adventure end with a win?



Quartz Metallic
FR 390BHP(-RPM)
55.20kgf.m(-RPM)

▲ What could better mark out classic British design and racing power than the classy baby Jag?



Jaspisblau
Length | 4535 mm
Total Width | 1815 mm
Height | 1295 mm
Vehicle Weight | 1955 kg
Drive type | FR
Max Power | 469BHP(5900RPM)
Max Torque | 71.40kgf.m(2650-4500RPM)
Displacement | 5439cc
Aspiration type | SuperCharger
Engine type | V8 SOHC

▲ They might not make the greatest racers but these Merc look great on the open road.

Gran Turismo isn't just the best, it is the greatest. For years Polyphony's incredibly detailed racing series has been the benchmark, the gold standard, the market leader, and the target to be shot at by every driving game.

Softography

These guys have also made...

Gran Turismo 3: A Spec	95%
Gran Turismo 2	92%
Gran Turismo	92%
Gran Turismo Concept (Japan)	73%
Moto Toon GP	79%
Omega Boost	74%

GT FREE

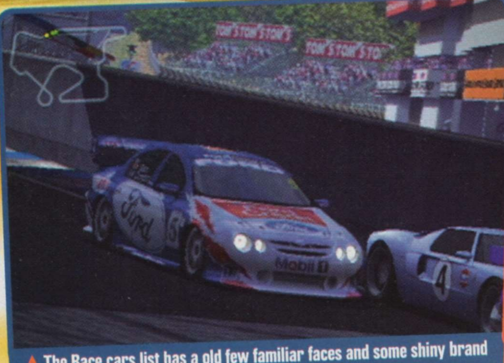
Other developers might have spent hours slaving over confusing C++ code, creating fancy looking cars, crafting tracks and buying expensive licences, but no one has yet managed to match its magic and mastery. Instead the game has topped the charts every single time, with the original *GT* leaving everyone gasping with its realism, *GT2* astonishing all with 651 sexy super cars and *GT3*'s drool-inducing, breathtaking beauty. Finally, and to top even this pile of perfection, Polyphony have decided to release a diet, lite, half-strength, semi-version of *A-Spec* and the result still manages to be better than 90% of the competition!

METAL GURUS

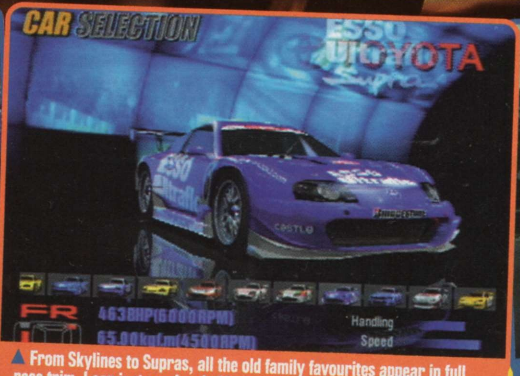
Concept's method is still the same as its massive selling older brother. Just crane your neck under the bonnet and you will see the same awesome engine that created those sumptuous, smooth screens and outstanding car renders that made *A-Spec* look so darned special. Unbelievably, thanks

FWA Figurez With Attitude

Numbers like HP and Kgf.m might not mean much to you when you see them on paper, but once you get these racing machines out on the track, it all becomes perfectly and glaringly clear. Ooh, shiny toy, shiny toy...

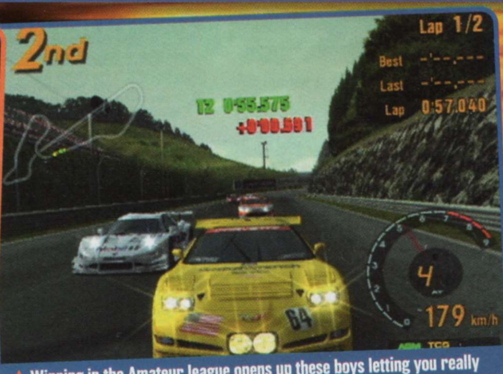


▲ The Race cars list has a old few familiar faces and some shiny brand new ones like this Copen. Hmmm...



FR 463BHP(6000RPM)
65.00kgf.m(4500RPM)

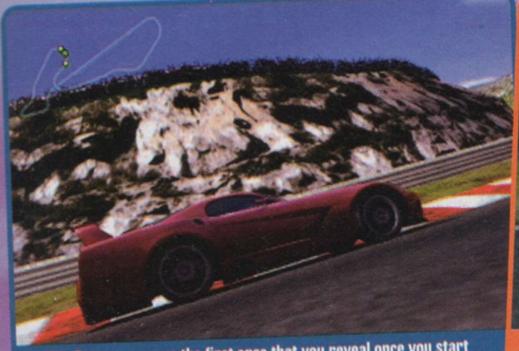
▲ From Skylines to Supras, all the old family favourites appear in full race trim. I can just see Auntie Maureen in this one.



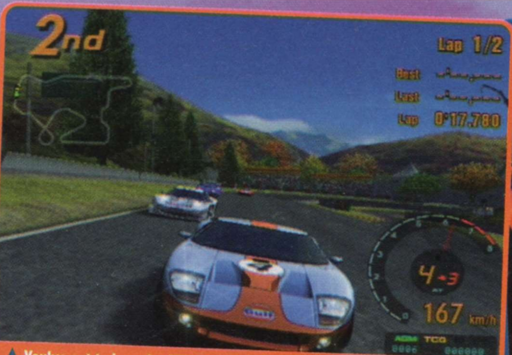
▲ Winning in the Amateur league opens up these boys letting you really enjoy your new toys. It's like Christmas every day!

Dream Machines...

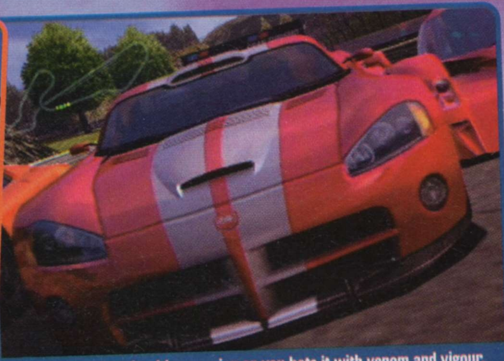
You don't need to have oil in your veins to get excited about the Dream cars on offer. In full racing trim, turbo charged and tuned for maximum power these are a joy to drive. They're not half bad to look at either.



▲ The Dream cars are the first ones that you reveal once you start racking up the Golds. Phworagh!

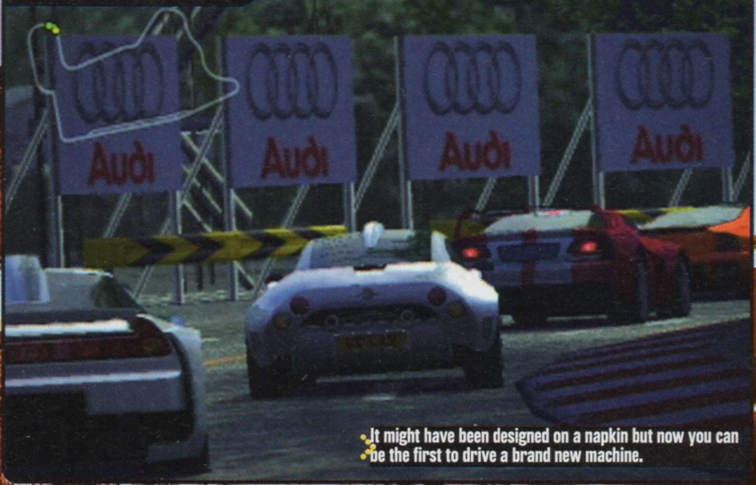


▲ You've got to love the GT-40. You really have to love it because this racer appears in the Concept, Dream and Racing classes.



▲ You either love it with a passion or you hate it with venom and vigour. The Viper is still the Marmite of the car world. Got any toast?

The Best Bit



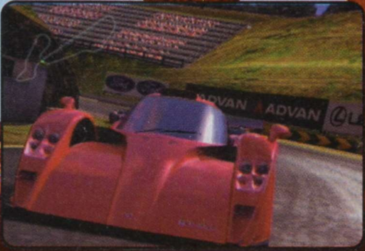
It might have been designed on a napkin but now you can be the first to drive a brand new machine.

Concept
GRAN TURISMO

Factpack

The stuff you need to know...

Cars	95
Tracks	10
Difficulty Levels	10
License Tests	10



▲ The GT-One might be out there on the race track but it is one of many motors that you can't reveal.

to even more amazing modelling some of these cars actually look better than their PS2 predecessors! The racing too is still fierce and fast, combining perfect handling with thrilling races on testing and varied tracks of gravel, grass or tarmac. But there is one crucial and telling difference.

DRIVEN AWAY

The simulation section that was so important to the endless involvement and engaging excitement of *GT3* has been lopped off. This means that all of the buying and selling has gone. There is no climbing through junkyards looking for old Skylines or picking out parts for that turbo charged Tuscan. Instead what you get is an updated version of the Arcade mode where the road to car heaven is paved with beaten Imprezas.

JUDITH HANN

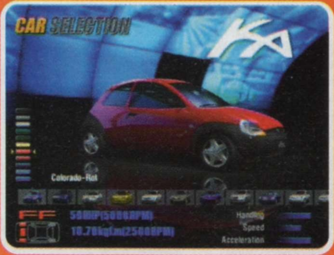
So the meaty GT mode might have gone but instead you get to drive Detroit's draftsmen's finest ideas made metal; Toyko car boffin's thoughts turned into toughened steel; and Dagenham's daftest designs made real. Okay, maybe not too much of the last one because the motors that appear in this slice of speedy simulation are all serious pieces of kit.

> "...there is no **climbing through junkyards** looking for secondhand **Skylines** or picking out parts for that **turbo charged Tuscan**..."

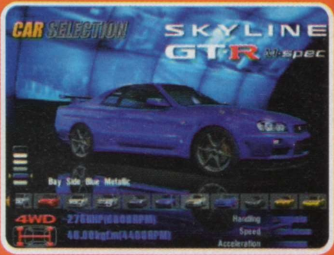
But while those concept cars might be the ones that make it into the game's title there are more than just these funny old drawing-board designs on offer. Instead the mass of 95 unlockable motors have been broken into five separate classes: Dream, Concept, Racing and New from Europe and the Pacific. So if don't fancy taking the wheel of a piece of technology that looks more like the kind of thing that Judith Hann would have test driven on Tomorrow's World in 1985, then you can opt for the safe option of the old skool cool in a Skyline or Subaru.

Now GT veterans might feel that *Concept* is just righting a wrong that *A-Spec* made with its shortage of cars - but they aren't even close. There might be only 95 new speedsters but it is the quality of these machines that makes the difference. Each one looks and feels

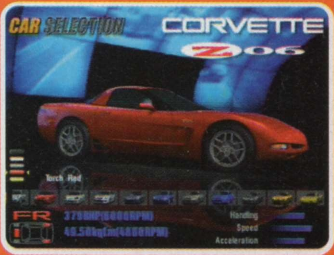
Oceans Apart



▲ Control yourself when you see the best the US and Japanese new cars have to offer.



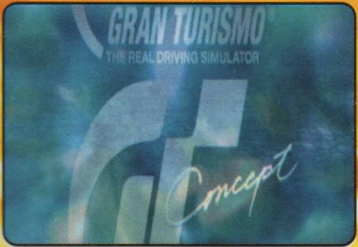
▲ Powerful, reliable and looking a bit dull compared to some of the others cars.



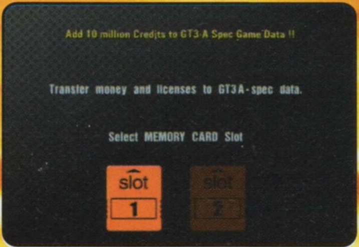
▲ What list of Americana would be complete without a Corvette? Unfortunately not this one.

Cars Not Cash

Once you have notched up that full 100% then four little presents are revealed on the main screen, each one offers a bonus for managing to complete the game.



▲ This 60 hertz movie might not look so good on that cheap portable, or your grannies 12" black & white.



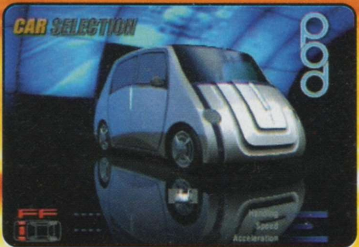
Add 10 million Credits to GT3 A-Spec Game Data !!

Transfer money and licenses to GT3 A-spec data.

Select MEMORY CARD Slot

slot 1 slot 2

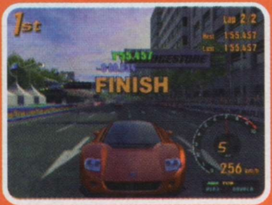
▲ This is what we really wanted, the chance to blow 10 million credits on the Sim section of *GT3 A-Spec*.



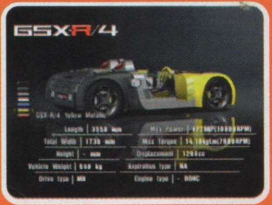
▲ A bit disappointingly after the cash injection, the last two prizes are the Pod Race and the Credits. Boo!

Testing Time!

They might never make it onto the roads but every car manufacturer produces some kind of concept cars. Appearing at motor shows from Tokyo to Geneva they demonstrate design flair, inventive styling or just more practical new features that might eventually make it onto your average family saloon.

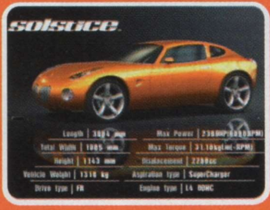


▲ In full Henry Ford style, you can have it in any colour so long as its orange.

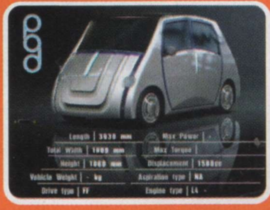


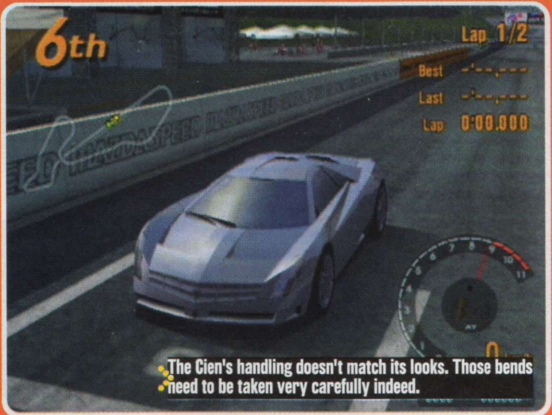
▲ It might be nice if they told you what is so special about more of the cars.

▼ The Solstice has an unusual look but a supercharger is rare these days.

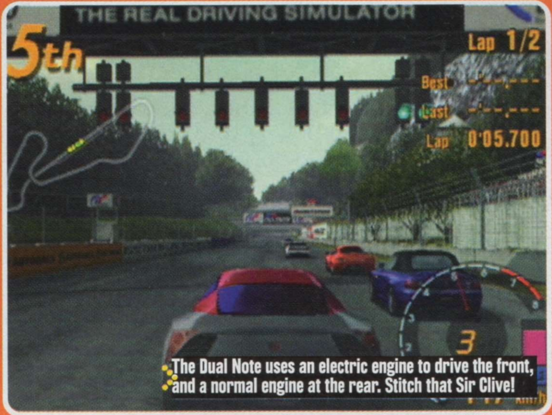


▼ The Pod is so odd that it even 'kneels' down when you put the handbrake on.



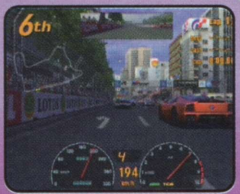


The Cien's handling doesn't match its looks. Those bends need to be taken very carefully indeed.

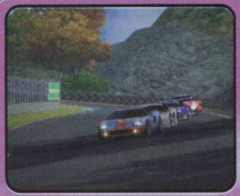


The Dual Note uses an electric engine to drive the front, and a normal engine at the rear. Stitch that Sir Clive!

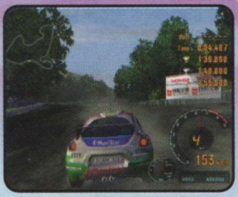
Fast Track!



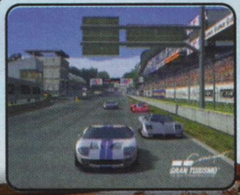
Toyko R246 is the only track in town and is a street circuit full of open bends and quick, crowded straights.



The Autumn Ring returns from the original GT and is the place to take the smaller cars for a burn. Go on my son!

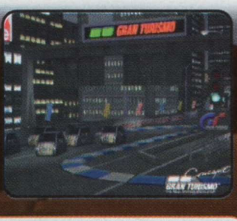


With so many rally cars appearing, half of all the tracks are tricky gravel surfaces, just like Tahiti Maze.

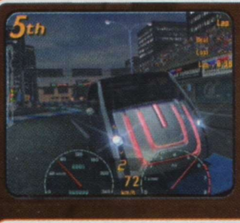


Midfield Raceway is a GT3 course with a long old straight to really get your concept car up to speed.

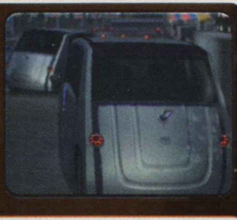
Pod-emon!



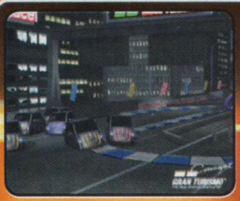
The Pod race is your reward for completing the game, and it is pretty weird. Imagine the Pokemon of autos.



The face on the front changes colour depending on how the car feels. Blue for happy, red for angry or hurt.

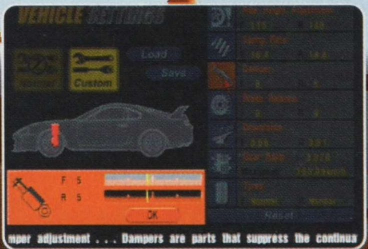


Believe it or not the tail on the rear wags if you are doing well with the Pod making bleeping noises if you abuse it.

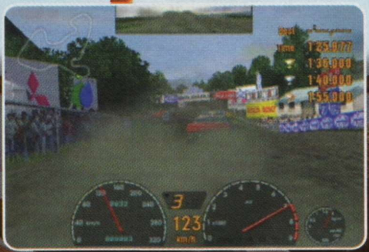


Winning a race made up of six identical cars isn't easy. You need to be rough to win so forget this smiley face nonsense!

1st
Lap 3/3
Best 0:42.575
Last 0:42.575
Lap 0:37.017
STOP
STOP
26 km/h


VEHICLE SETTINGS
Load
Save
Custom
OK
Reset
mper adjustment . . . Dampers are parts that suppress the continu

▲ Mop your fevered brow. There is no need to be mechanically minded when the mods are so limited.



▲ The pace car makes those fast license tests on concrete easy but off-road it can be a pain.

totally different to anything you have ever seen or sat in or watched Clarkson soil himself over. Just take the Dual Note for a spin and you'll quickly notice the rising and falling bar that limits your acceleration. Do you know why? It's because this thing is part petrol powered performer and part Sinclair C5! That's right, it runs on Duracells and fossil fuels.

EYEBALL SCORCHING

Yep, its weird but it is just one of 25 totally unique racers. Take the Suzuki GSX R/4 - an open top, super lightweight buggy that is simply fun to drive. Or maybe try the Cien - its acceleration scorches your eyeballs - but just wait till you reach the bend!

Along with the simulation mode, the hideously hard challenge of the Licence Tests have also been cast on to the scrapheap. You know the one? It used to make you pitch the pad across the room after you were failed again for grazing one blade of grass on a flying lap of Laguna Seca in a super-charged and super-likely-to-spin, Dodge Viper?

> "...it used to make you **pitch the pad** across the room after you were **failed again** for grazing one **blade of grass**..."

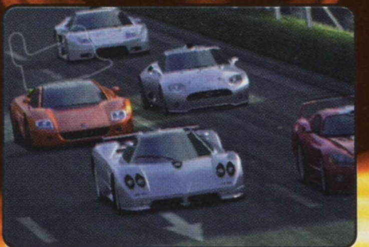
SHINY MACHINES

Yes, they were satisfying to complete but it must have annoyed the many Sunday drivers who weren't able to pass them and so get their string-back leather effect driving gloves on the real stars of the game - the super cars. Now in *Concept*, all you need to do is go for a single lap around any one of the ten circuits, beating the generous Gold, Silver or Bronze times. Win a medal in any of these trials and you'll reveal a new car - rack up the top time and you'll get a pair of shiny, sporty machines and a big five percent towards completing the game.

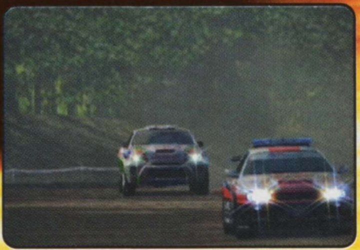
And that is part of Concept's problem - it is too easy. There might be two difficulty settings but with only ten courses appearing from *A-Spec* and half of those being flipped

Scare-lectrics!

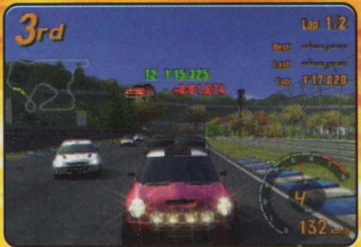
It doesn't matter which car you pick from Concept to Ka, your racing rivals are picked to match their performance and so make for tight, exciting racing.



▲ The cars still can't be damaged but that doesn't stop your rivals bumping you into the wall to get past.



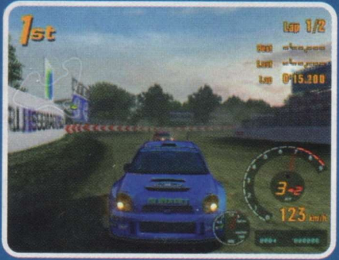
▲ You can even end up shunting the Pace car if they can't keep up with your fearsome lap times.



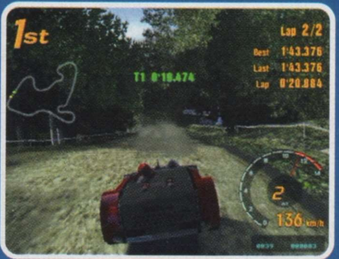
▲ It might be carrying its own spares on the roof but with Mini racing, things can get very frantic.

Brake Down

From the moment you load up *Concept* it has a warm and familiar feel. Heavens, it's almost like reacquainting yourself with a much missed old friend. The jazzy music on the menu screen; the layouts; it all seems just like its older brother. Of course this also means that the game uses the same totally flawless graphics engine leading to super smooth sunsets, heat haze and gorgeous replays.

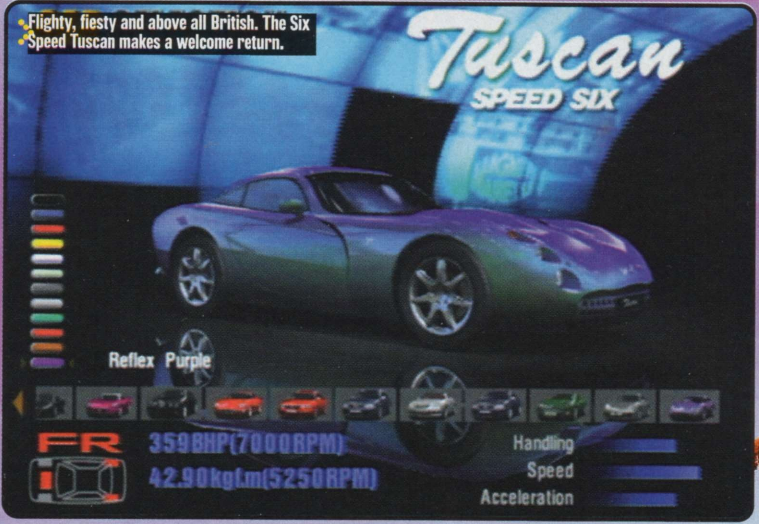


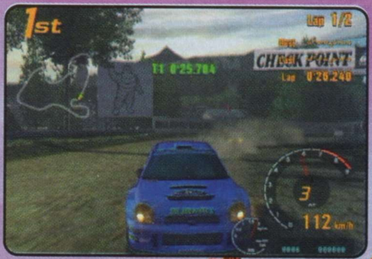
▲ Judging by the light this rally seems to take place in the early hours, but we are yet to see any rain falling.

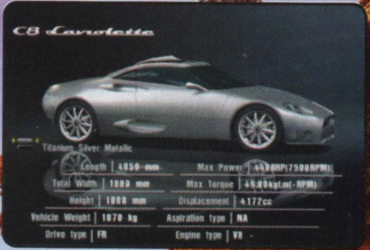


▲ The particle effects for the dust are look awesome. Except when you are left eating it. Pass the ketchup Grandad.

Flighty, fiesty and above all British. The Six Speed Tuscan makes a welcome return.



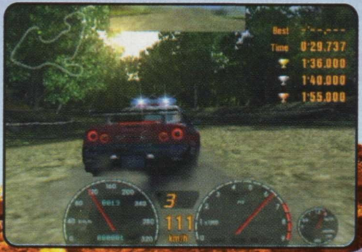




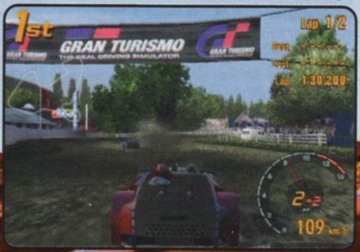
Length	4050 mm	Max Power	[illegible]BHP(7500RPM)
Total Width	1880 mm	Max Torque	49.00kgf.m(-RPM)
Height	1080 mm	Displacement	4172cc
Vehicle Weight	1070 kg	Aspiration type	NA
Drive type	FR	Engine type	V8 -

Rally Round

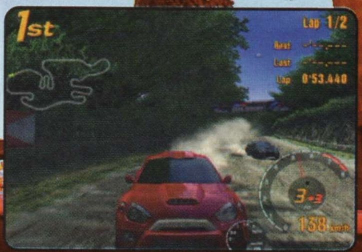
WRC and *V-Rally 3* might try to knock *GT3* off its perch as the greatest off-roader around but the muddy king still wears his crown.



▲ Feeling the cars twitch and flick on the loose surface is still challenging, exciting and looks great.



▲ The little Suzuki GSX R/4 might only have a tiny engine but it is so light that feels great on the gravel.



▲ Each racer pits you against a rival but if you opt for the Free Ride mode then only your ghost appears.

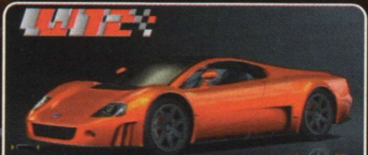
versions of the others, there isn't much to keep the hardened driver rolling on. In fact, even a total *Turismo* tit will be able to wrack up a total of 100% in about seven or eight hours of solid driving. You're going to have find pleasure in driving mad cars with the dust sheets barely off them to get the most out of it.

SCHU IN

Finding a real fault with *GT Concept* is a job for the kind of picky motorists who think that anyone who drives over 30mph are dangerous psuedo-Schumachers who shouldn't be allowed to share road space with their Austin Allegro. We would all like to see more tracks included but only so that the more powerful machines on offer can really stretch their legs on the longer laps of a circuit like Laguna Seca. Sure, it might also have been a nice time to include those missing *GT2* dragsters or maybe replace those robot roadsters who slavishly follow the racing line instead of trying to go around you. Yeah, and we wouldn't mind a free Ferrari when we completed the game either but complaining about these points is missing the point of *Concept* entirely. No, this isn't *GT4*, this isn't the superior successor to one of the PS2's greatest games. Instead it is a superb diversion that reminds you why you fell in love with the series in the first place.

TOP TACKLE

Polyphony could have easily put the con into *Concept* by pumping out a full sequel to *A-Spec* with all these motors added onto the roster claiming it as a new game and selling it to millions of frustrated fans at forty quid a pop. Instead they have chosen to create a superb street racer that still includes 95 brand new cars, a great multi-player mode, astonishing visuals and, get this, have even managed to make it a heck of a load of fun. What more could anyone possibly want for 25 quid?

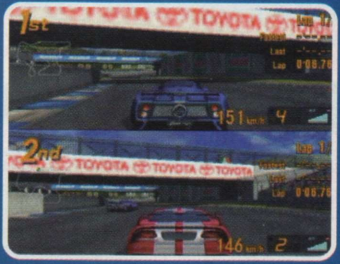


Length	4550 mm	Max Power	591BHP(7000RPM)
Total Width	1920 mm	Max Torque	63.30kgf.m(5800RPM)
Height	1100 mm	Displacement	5998cc
Vehicle Weight	1300 kg	Aspiration type	NA
Drive type	MR	Engine type	W12 DOHC

▲ It might be a million miles away from the Beetle but believe it or not, the W12 is actually a Volkswagen.

Power Raiders

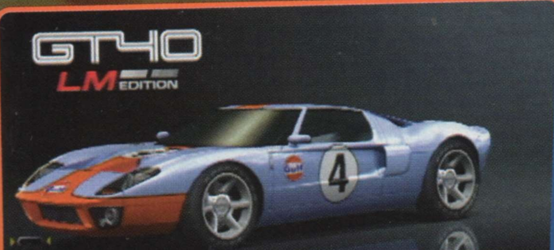
Fancy proving yourself the finest driver around? All you need is eight TVs, eight PS2s and two miles of i-link cables, eight mates and of course someone very forgiving to pay eight times the electricity bill. Or if that is a little bit too much like hard work you could just go head to head with the split screen mode. Either way that tried and trusted *Gran Turismo* engine ensures that every track and all the cars are still pefectly smooth and utterly flawless.



▲ Get physical. With just two of you on the track you can bump and grind your way ahead.

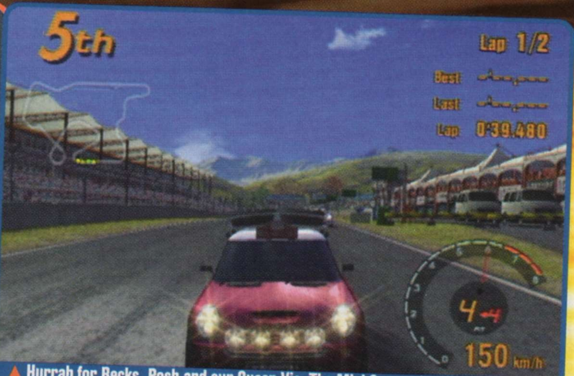
60's Style, Super Speed

Everyone always worries which car has the best top speed, the sharpest handling or lightning acceleration, but sometimes it is more fun to just go for something cute and classic.



Length	4613 mm	Max Power	543BHP(6000RPM)
Total Width	1950 mm	Max Torque	
Height	1106 mm	Displacement	5400cc
Vehicle Weight	1000 kg	Aspiration type	SuperCharger

▲ It is about the oldest thing out there but you can't go wrong with Ford's classic GT40. Squat and muscular, it even sounds awesome.



▲ Hurrah for Becks, Posh and our Queen Vic. The Mini Cooper is a British entry to make your heart proud, your lip stiffen and your bowels loosen.

Judgement

GRAPHICS Supremely smooth and polished. It can't get much better than this. Can it?

GAMEPLAY Sublime handling with total realism and a garage full of cars.

LIFESPAN The quality will keep you playing forever even if the options don't last.

It might be just a pit stop on the GT highway but this motor show off is a nice, if brief, diversion for petrol heads and amateurs.

Overall

85%

REVIEWER

Tom East

OUT: AUGUST **FORMAT:** XBOX **PRICE:** £38 **DEVELOPER:** COLLECTIVE **PUBLISHER:** EA **SPECIAL FEATURES:** NONE **OTHER FORMATS:** NONE **CALL:** 01932 450 000 **PLAYERS:** 1

Factpack

The stuff you need to know...

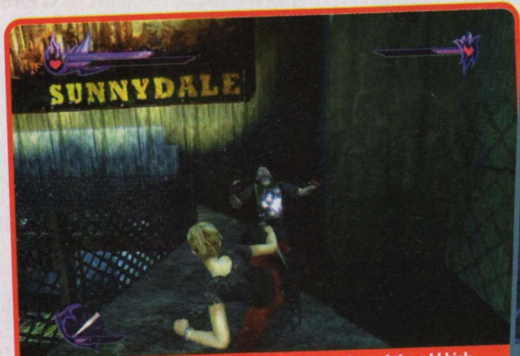
Age of Sarah Michelle Gellar (Buffy):	25 (21)
Number of people in Buffy's posse:	4
Vampire-smacking weapons available:	11
Buffy the vampire slayer seasons:	6

Everybody is **Kung Fu fighting.** Those bats were **fast as lightning.** But is Buffy **a little bit frightening?**

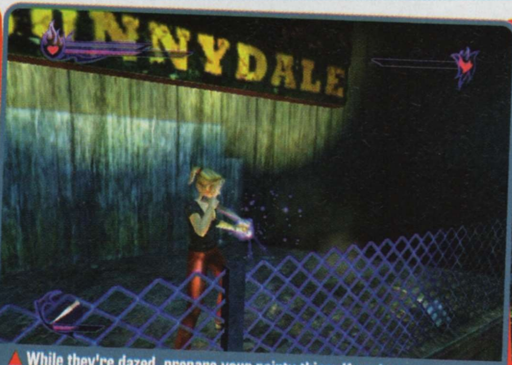
Buffy
The Vampire Slayer

Smack My Witch Up

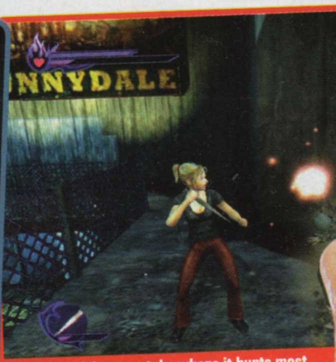
The enemies in Buffy are no pushovers. They'll karate kick and chop you to bits if you don't look sharp about it, so you need to weaken them first...



You have to weaken your enemy with a few jabs and the odd kick first. Basically, just slap 'em about a bit to soften 'em up.

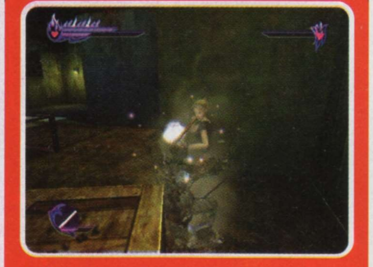


While they're dazed, prepare your pointy thing. If you're not carrying any stakes, even cunningly placed pool cues will do.

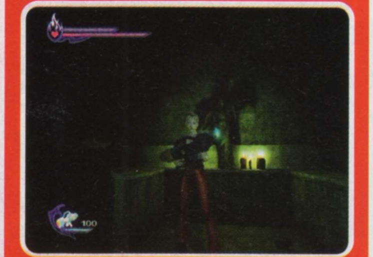


Then stick your stake where it hurts most. "Oops, I did it again".

Cool Tools



Your trusty stake is nearly always to hand and it's a good option. The school grounds provide some more imaginative killing tools, however...



Holy water gun! The mother of all water pistols. And it also breathes hellfire. Can you get them at Toys'R'Us?

A temporary suspension of disbelief. That's what makes most games work - the phrase that describes the process where you know it's not real, but you're willing to forget that for a while and just get stuck in. It's easy to do this with the game version of Buffy the Vampire Slayer and who, frankly, doesn't want to get stuck into Buffy?

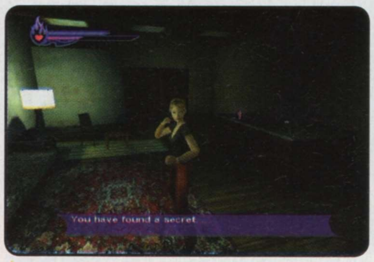
The look and feel of the game is very authentic. It's stuffed full of elements ported directly from the TV series: the same street-smart chat from the cast; the same music, driven by context so it revs up big style during the exciting bits; reasonable, but not great, stabs (sorry) at modeling the in-game characters to look like their "real-life" counterparts (but, sob, what happened to you, Cordy?!) and, in between sections, the game doesn't even load, but rather 'summons' and 'channels', keeping up the illusion throughout. And when you die, do you get a 'Continue'? Nah! You 'Resurrect'.

STAKE AND CHIPS

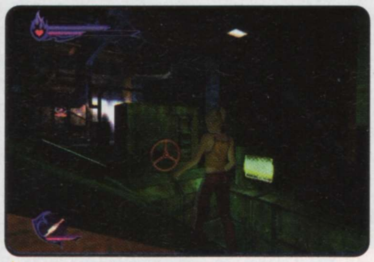
One of the other great things about the game is the variation in killing your creatures of the night. Go for the stake straight up every time if that's your thing, but you'd be missing out.

CROSSBOW INCIDENT

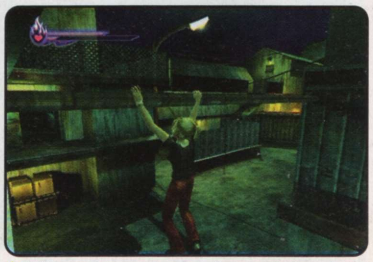
You can pluck a flaming torch off the wall then stick it to an enemy so he burns to death. You can kick chairs to pieces for a D.I.Y. stake and pick up and throw pesky vampires straight on to a conveniently pointy (and handily placed) piece of broken furniture for a very satisfying instant kill and a big cloud of vampire powder. There's the crossbow, the holy water, the garden implements and the water gun. Yes, water gun. There are ultra-cool reverse staking kills and, if you don't want to get too close, you can even throw the spike at them - if it's a



Have a good look around in a quiet moment and you may well discover some secret areas.



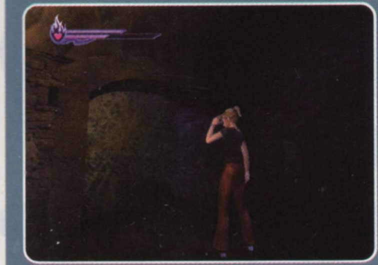
Disappointingly, there are quite a few run-of-the-mill platformer puzzle old faithfuls.

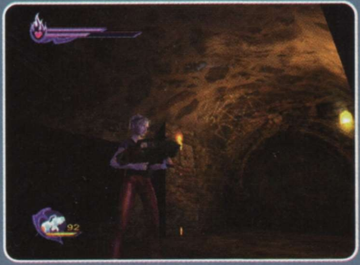


Buffy can shimmy as well as the next girl. This is handy to get to those hard-to-reach places.

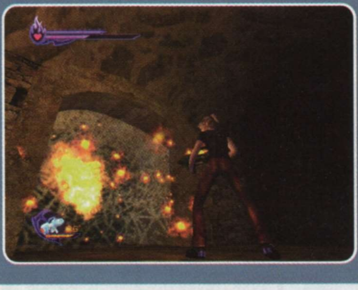
Underworld Wide Web!

Those those spider chappies are tricky coves, and one of the many puzzles is to pick your way through their silky lair - but don't hurt its legs...

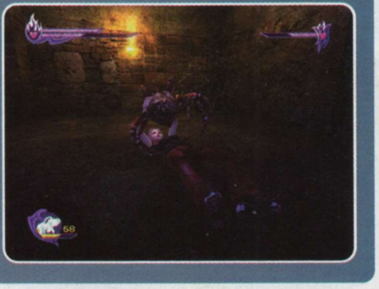

See cobweb - See big fire gun thingy - No see cobweb no more - DIY, easy as pie.


There are plenty of puzzles to get through. Here, your path is blocked by a spider's house...

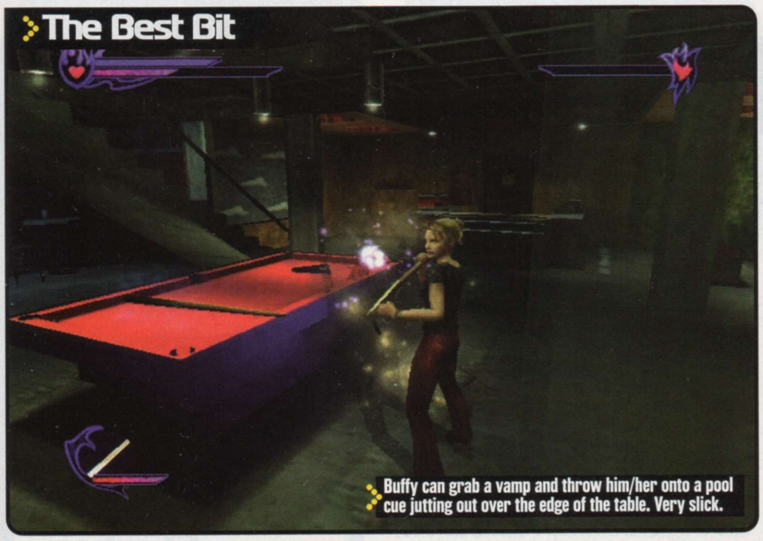
...so to avoid becoming web fodder the best thing to do is to ready your hellfire-spewing gun...



...and let the cobweb have it. Now for the liccle baby spiders...Aww, they're only tiny.



The Best Bit


Buffy can grab a vamp and throw him/her onto a pool cue jutting out over the edge of the table. Very slick.

Softography

These guys have also made...

Theme Park Inc.	84%
SSX	93%
Knockout Kings 2002	62%
The Simpsons Road Rage	76%
Tiger Woods PGA Tour Golf 2002	84%
Cricket 2002	45%

direct hit to the heart, the vamp is dust. And talking of Spike, the dirty-mouthed man is the funniest character in the game. Just like the show, then.

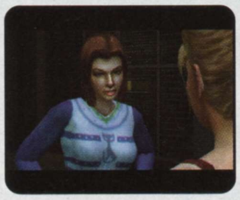
But sorry Buffy, it's not all good. In the thick of a battle some seriously dodgy camera shifting can really screw you. Buffy eerily becomes more like Lara as the game goes along, spending far too much time in Tomb Raider mode platform jumping and looking for switches to throw. Now, correct me if I'm wrong, but I don't remember Buffy jumping around too much in the show. Or pushing buttons, for that matter. Apart from Angel's.

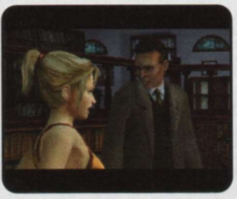
> **...throw pesky vampires onto a pointy piece of broken furniture for an instant kill and a cloud of vampire powder...**

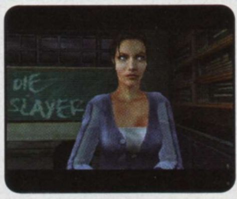
GLOOM RAIDER

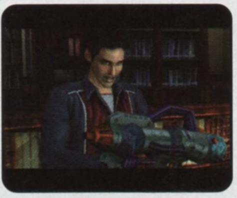
Gameplay tends to revolve around stock action-adventure fare, with progression triggered by finding a switch to push, solving a puzzle or killing off a bad guy. There isn't the same climax to each section as there is on the show, but there's certainly no shortage of stake fodder to let you watch the fantastic death animation again and again and again. And again. They'll never get dull.

Lookie likey?


Willow loses all her geeky charm during the character modeling process, with results as scary as her dress sense.

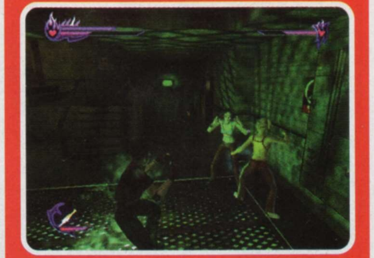

Giles always seems to be staring at Buffy's chestal region rather than directly at her face. And who can blame him?

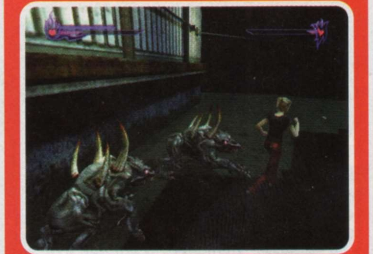

Ah the lovely Cordelia. The game artists just don't do her justice. Where's the glamour? Where's the teeth?

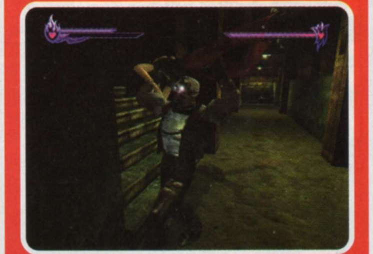

Xander behaves like 'Q' out of James Bond, always coming up with new, improved weaponry for his unrequited loved one.

Undead Boys

There's all manner of undead beasties to admister a kicking to.


Hell's foot soldiers are your plain-vanilla vampy boy and girl. "Chick fight!"


More interesting, however, are these strange dog-like beasties. Just give them a kicking.


And they get stranger still. The plan was to avoid this guy. That was the plan.

Judgement

GRAPHICS A strange blend of great attention to detail, with bland textures and sharp landscapes.

GAMEPLAY This is where the game shines, with fans getting to live it out in their front rooms.

LIFESPAN It's very linear, so there's little replay value once you've beaten it.

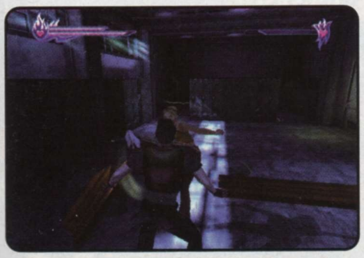
A faithful and fun adventure game that starts off ultra cool and sharp-edged but, sadly, loses its edge as it goes along.

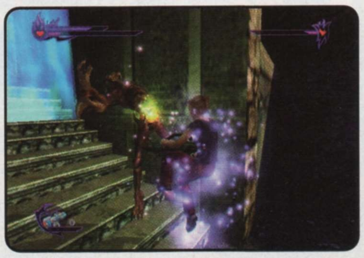
Overall

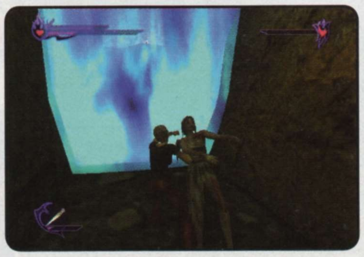
80%

Basic Braining

Xander would never forgive you if you didn't learn your common or garden basic combat moves...


The X and A buttons provide Buffy with a regular punch and kick. Get them nobbily elbows swinging.


A quick double tap forward beforehand, though, and you get a super-charged *Matrix* effect.


Push P & K together like in a beat-'em-up game and you can throw your foe.

REVIEWER

Tom East

Sacred stones
came to our worl

One boy had one
as a keepsake

The Saiyans' work
is selling stars

Radditz asked Gok
to join him.

OUT: NOW
FORMAT: GBC
PRICE: £25
DEVELOPER: BANDAI
PUBLISHER: INFOGRAMES
SPECIAL FEATURES: TWO PLAYER LINK UP
OTHER FORMATS: NONE
CALL: 0208 222 9700
PLAYERS: 1-2

The **spikiest Saiyan** in portable pocket size? **Kame-hame go,** if you think you're **hard enough**!

DragonBall Z

Legendary Super Warrior

If you laid all the *DragonBall Z* videogames end to end, you'd probably turn round after a mile to find some cheeky gits had been piking all the best ones. They might leave this behind, though.

POKÉ-MINGIN'

It's based on a successful collectable card game, with the oddity that you have to complete the Story Mode to access free battles and Multiplayer. No RPG exploring here: just a series of turn-based scraps, interspersed with familiar Saga snippets delivered as static pictures and text. With translation like "Don't lost! I my dad will come soon!" and many rules never explained, newbies could easily get confused. Playing your big cards costs big points, and to earn them you need to rapidly enter whatever random combo of A, B and D-pad buttons flashes up on screen. A neat gimmick, but it turns a laidback, cerebral card fix into a repetitive button-basher. Worse, you soon notice that it's there to puff up a fairly second-class CC battle system.

SCREW BEAMS

With a few exceptions fights repeat a pattern of building up ki energy for planet-busting specials and predicting when to play the best defence moves (not hard, when the AI's a bit of a thickie). Attack, defend. Attack, defend. Oh look, you've won your twentieth version of a fireball. In that sense, you could say it's being true to the anime: but compare this to the deck-building strategies of *Magic: TG*, or *Pokemon*'s team-play of elemental forces and it just isn't anywhere near as clever as it looks.

Softography

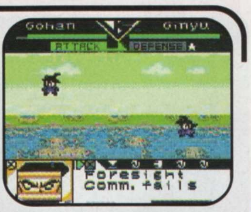
These guys have also made...

Digimon World	61%
Dragon Ball Z: Ultimate Battle 22	41%
Power Rangers Zeo Full Tilt Pinball	n/a

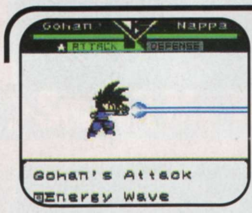
Stick 'em up, up

Your attacks are modified by your position on the screen. This is DBZ, remember, where even tiny monkey-boy-child-warriors can fly.

Moving forward deals more damage with your physical chops, but staying back means you take less.



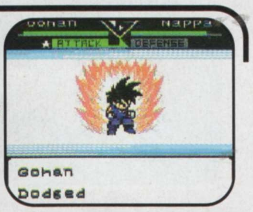
Foresight
Comm. fails



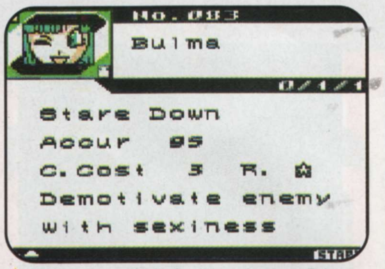
Gohan's Attack
Energy Wave

Flying helps to reduce damage from punches and kicks, but you're easier to hit and hurt with powerful ki energy blasts like this.

Spend a turn powering up to boost your ki energy levels and subsequent attacks will do more damage. Has he been on the vindaloo?



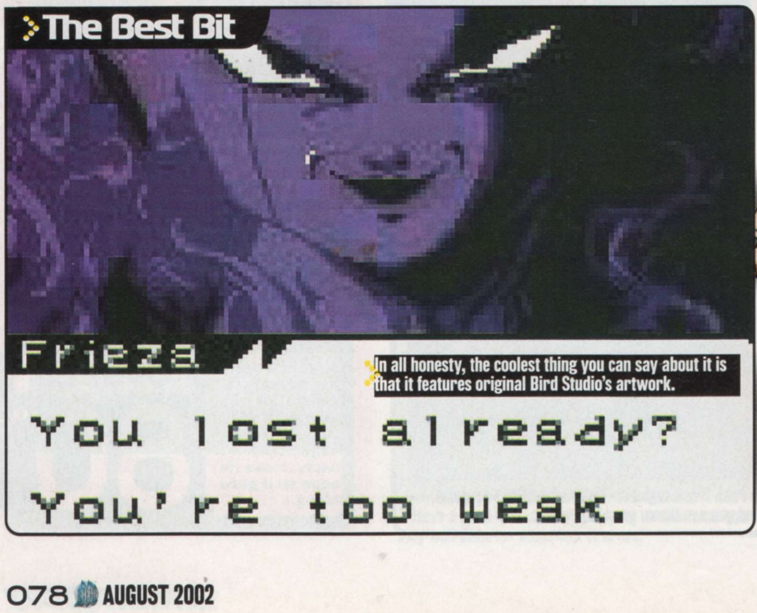
Gohan
Dodged



No. 083
Bulma
0/1/1
Stare Down
Accur 95
C. Cost 3 R.
Demotivate enemy
with sexiness

▲ Don't get too excited: play this and you see Bulma winking. Hey, I said WINKING.

The Best Bit

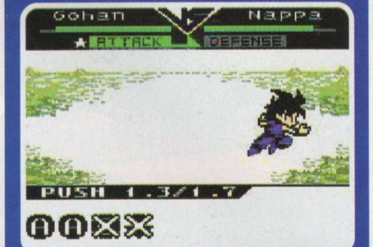


Frieza
You lost already?
You're too weak.

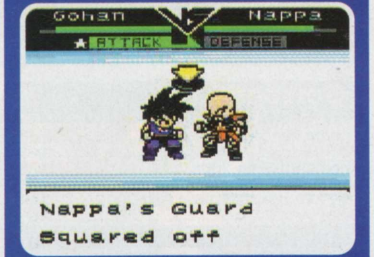
In all honesty, the coolest thing you can say about it is that it features original Bird Studio's artwork.

Kung Fu-Lish

The trouble with the button taps is that you never know what the combi's will be, and after a few rounds they always catch you out.



▲ A, A, B, Down. That's all I had to do. But I'm in rear stance, so I get half a second.



Nappa's Guard
Squared off

▲ Dah. That button icon means Nappa is going to punch me right back where I came from.

PLAYER
ENEMY
BATTLE
BATTLE
Gohan
Piccolo
BATTLE

Judgement

GRAPHICS The characters might be recognisable, but (cough) how about some animation, then?

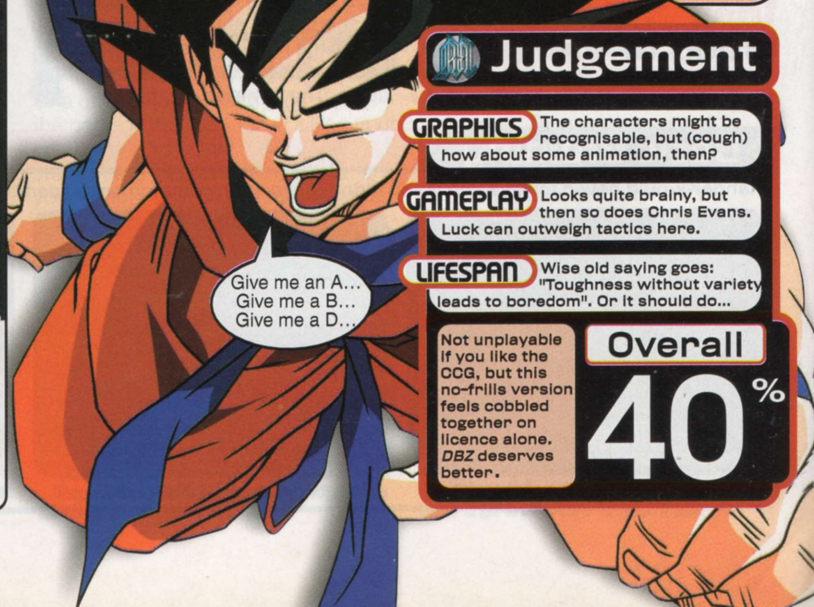
GAMEPLAY Looks quite brainy, but then so does Chris Evans. Luck can outweigh tactics here.

LIFESPAN Wise old saying goes: "Toughness without variety leads to boredom". Or it should do...

Not unplayable if you like the CCG, but this no-frills version feels cobbled together on licence alone. *DBZ* deserves better.

Overall

40%

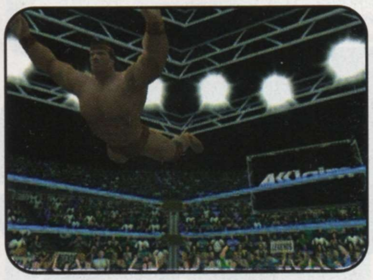


Give me an A...
Give me a B...
Give me a D...

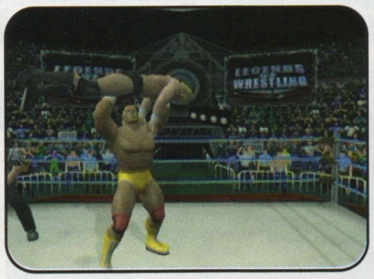
OUT: NOW FORMAT: GC PRICE: £45 DEVELOPER: ACCLAIM PUBLISHER: ACCLAIM

Legends Of Wrestling

The first wrestler on the GC is here, but it's more Stone *Old* than Stone Cold...



▲ Jimmy Snuka's Superfly Splash was one of the best wrestling moves in the '80s. Looks a bit knob now.



▲ Hulk Hogan – seen here in his pre-'Hollywood' days – press slams some hapless gimp over his head.

Grab a chair and battle it out as one of 42 legendary wrestling old-timers. Great, but in the age of The Rock and Triple H, who wants to be Koko B. Ware or the Iron Shiek? Hulk Hogan, RVD and Jerry Lawler have piledrived their way in to the ring, but most won't recognise anyone else.

GRAPPLING

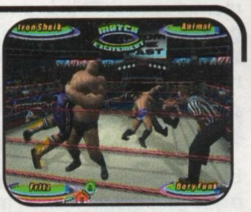
This isn't a whole lot different to the PS2 version. There aren't all that many game modes, so don't expect tables, ladders, cage matches or battle royals (although they have been announced for the sequel - which is nice). The grappling system is both slick and easy to get your thumbs round, so pulling off counter attacks and reversals is both simple and hugely satisfying. Unfortunately, bog-standard manouvres like running, jumping or climbing the ropes can be a very hit and miss affair, making matches very frustrating at the best of times.

Likewise, the Create-A-Wrestler isn't *bad*, just flawed (a poor selection of outfits is one thing, but only *one* face?!? And a pretty darned ugly one at that).

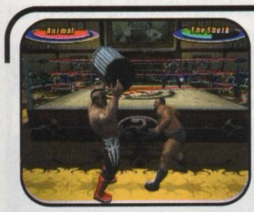
There's a lot of potential here, but with control niggles, no commentary and a lacklustre single player, it's not quite a must-have.

Brawl For All

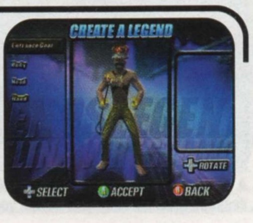
As usual, the real fun's in the multiplayer mode. Get your mates round and lay down some smack!



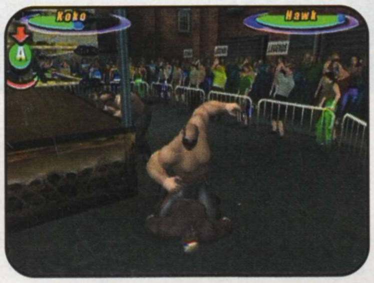
Four-way dances will separate the men from the boys. Watch out they don't separate your head from your body too!



Of course, nothing settles diferences like some hardcore wrestling. Get out of the ring and grab a bin, a guitar, or the trusty chair!



C-A-W isn't great, but it does recognise certain names. So if you make Ric Flair, that's what the announcer will call you! Ace!



Judgement

GRAPHICS The cartoony characters are nice but the arenas are bland and the crowd looks ropey.

GAMEPLAY A nice change from *SmackDown!*'s button-mashing, but some moves are tricky.

LIFESPAN Career mode and a fun multiplayer, but not much else. D-Von, where are the tables?

A nice effort, but with *WrestleMania X8* just around the corner, you'd better wait - unless you're a rabid old school fan.

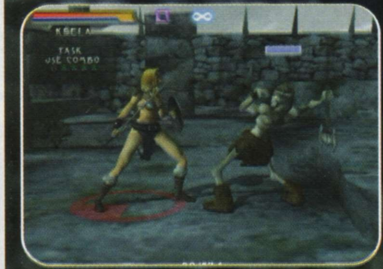
Overall 71%

REVIEWER: James Denton

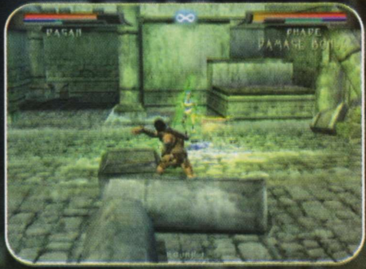
OUT: NOW FORMAT: PS2 PRICE: £40 DEVELOPER: VIRGIN PUBLISHER: VIRGIN

Barbarian

Baboons and sorceresses unite to confront their inner demons in a right old supernatural scrap!



▲ Back up, skeleton boy or I'll give you a boner! Keela gets ready to unleash a very simplistic combo.

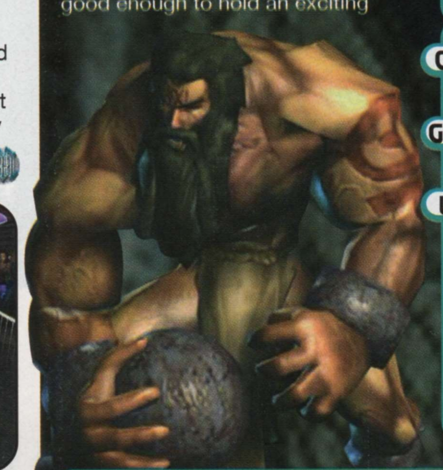


▲ The massive levels and throw away rocks are easily the best part of *Barbarian*.

Beat-'em-ups are becoming increasingly mad. *Bloody Roar* features rabbits, *Tekken* features pandas and *Barbarian* features monkeys or er, armoured baboons to be precise.

The madness doesn't stop there, either. All eight fighters fling magic missiles and knives at each other in a bid to avenge a family death. If the plot sounds a bit dodgy, you can rest assured that the levels look good enough to hold an exciting button-bashing fight with a mate.

You're pitted against eight enemies all as devious as you are. You can can pick up and throw opponents across castles and courtyards like an old-fashioned *Super Smash Bros* - but there's no Ninty style depth here. Compared to the next gen complex combos of *Virtua Fighter 4*, *Barbarian* feels positively prehistoric.



Judgement

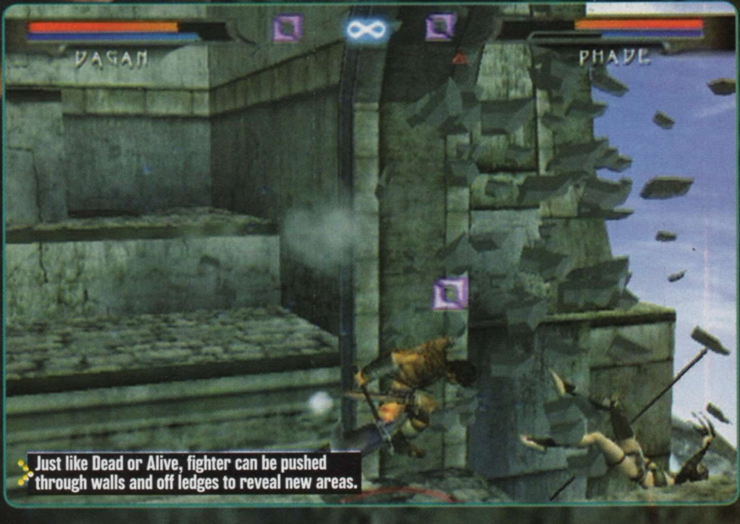
GRAPHICS The animation's so choppy you can't tell whether you are fighting or dancing!

GAMEPLAY Fun for a week in Vs mode but a few levels in and you'll get a big feeling of deja vu.

LIFESPAN As long as the *Conan The Barbarian* film. Sadly that only means a couple of hours of play.

A good-looking yet clumsy hack and slash beat-'em-up which can't compete with traditional button bashers like Super Smash Bros.

Overall 60%



Just like Dead or Alive, fighter can be pushed through walls and off ledges to reveal new areas.

REVIEWER: Richard Melville

REVIEWER

Neil Randall

BIG AIR!
BIG AIR!
BIG AIR!
BIG AIR!

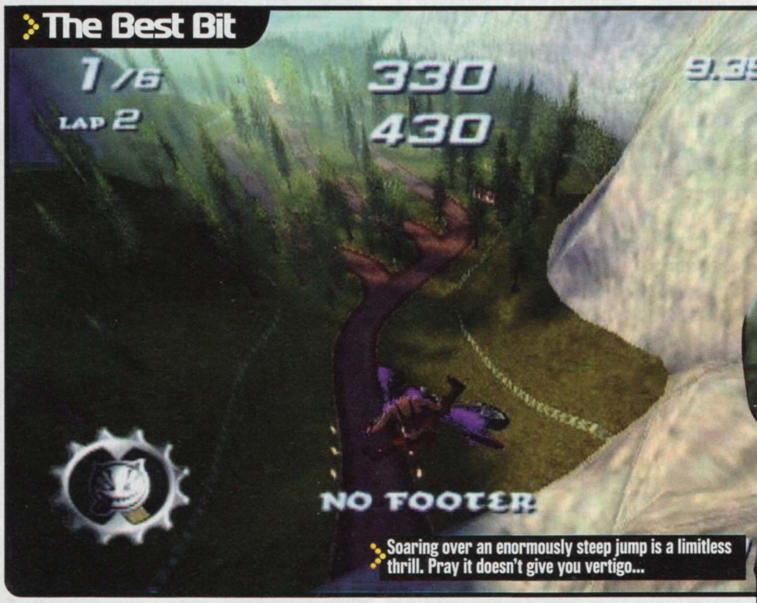
OUT: NOW

FORMAT: PS2
PRICE: £40
DEVELOPER: PAGE 44
PUBLISHER: EA
SPECIAL FEATURES: NONE
OTHER FORMATS: NONE
CALL: 01932 450 000
PLAYERS: 1-2

Ever wanted to **learn to fly?** No problem – it appears you've **come to the right place...**

Freekstyle

The Best Bit



Soaring over an enormously steep jump is a limitless thrill. Pray it doesn't give you vertigo...

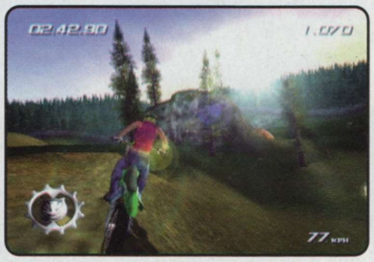
No, there are no planes in *Freekstyle*, but after your first race, you'll know exactly what we mean. And given that this is the latest title to be sired from EA's 'Big' stable, almost everything else about it is equally over-the-top, too. And that's why you'll love it.

Motocross is a dirty, dangerous and dynamic sport and *Freekstyle* is all that and more. Firmly rooted in arcade territory, you get to tear around a variety of tracks showing off your aerial ballet skills, while trying not to bail. Pick from eight riders (some unlockable), each with a variety of costumes and bikes. In Circuit and Single Race, you'll race five rival bikers, while Freestyle Mode has several bowl-type arenas to pull stunts in.

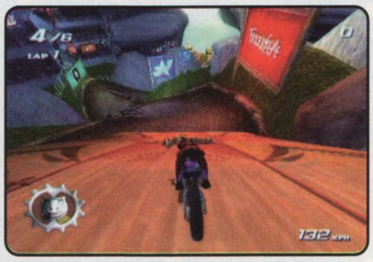
AERIAL BALLET

Racking up the highest score in three minutes gets you to the next level, but we reckon it's just as much fun to ride round exploring - the levels are so vast. Hit the mud and the first thing that you'll notice is the mental speed. This is one quick game. Throttle it and you'll spin the back tyre, but once the tread takes root, you'll blast off the start line like a bullet from a gun. Earning faster bikes makes things shift even more rapidly, but you soon learn that the faster you go, the higher your jumps. Whether it's a hill or a huge aeroplane wing, there's an abundance of scenery that will send you stratospheric in

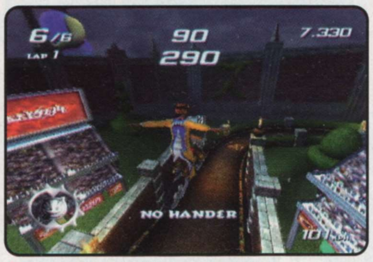
SCARE-O-PLANE



▲ The lighting routines are ace. Check out the 'Crash Pad' level for that 'early-morning-sun-in-the-eyes' feel.



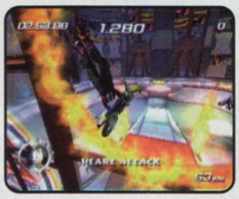
▲ The camera is effective in making you think you're on a steep up or downhill incline. 'Fast' isn't the word...

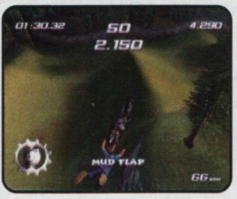


▲ Tricks include the 'No footer' and 'No Hander'. Be ready to grab the reins just before you hit the ground.

It's tricky!

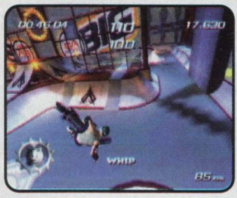
The art to *Freekstyle* is tricks. Pulling stunts like this is the key to earning big air and giant points. Yeeeehaaal!

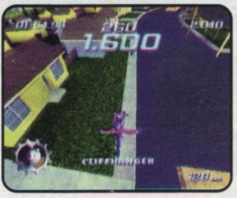




Stunt timing is critical. Fail to regain control of your bike and you'll hit the deck, losing your boost/points bonus.

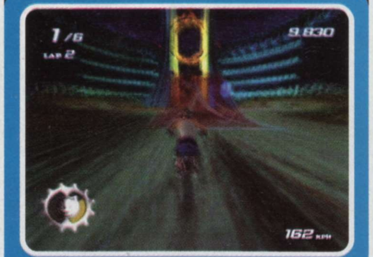
Some of the stunt parks are very reminiscent of *Tony Hawk's* – except they're motorised and a damn sight faster.



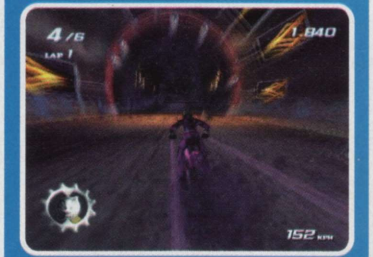


You'll get an extra bonus if you land correctly. Just make sure your angle is safe – you'll be walking funny for days if not.

Turbo Boost



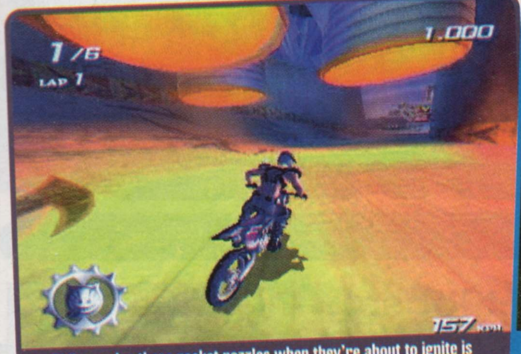
▲ Use the boost function – the difference between landing a huge jump or landing on your pineapple.



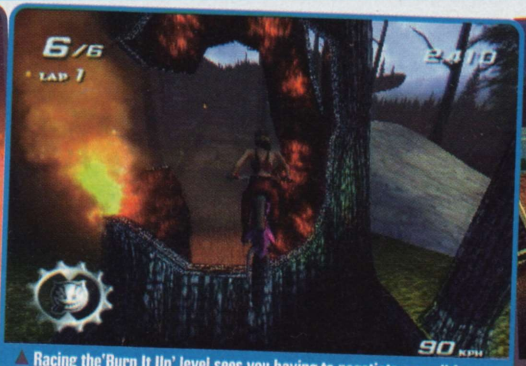
▲ Sometimes, though, you'll just want to burn-off your rival riders –especially if they're banging into your tail all the time.

It's The Details

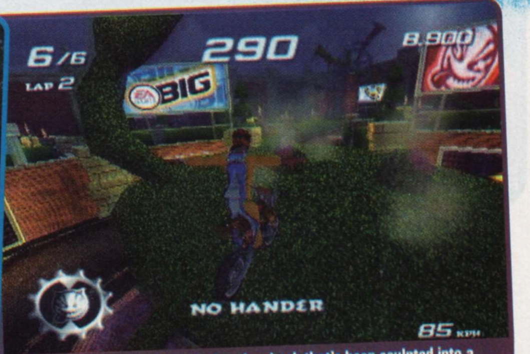
Just like *SSX* or *SSX Tricky*, there's a stack of trackside details that act as obstacles or aids, depending on where you encounter them. Check out these three bigger and more deadly examples...



▲ Riding under these rocket nozzles when they're about to ignite is not to be recommended. But that's the 'Rocket Garden' level for you.



▲ Racing the 'Burn It Up' level sees you having to negotiate a small forest fire. If you miss the jump here, you won't clear the smouldering charcoal.

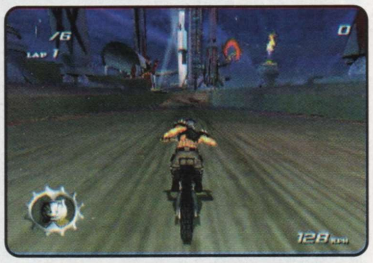


▲ On 'Gnome, Sweet Gnome', there's a bush that's been sculpted into a giant crab. If you hit it from above, it makes for an effective shortcut.

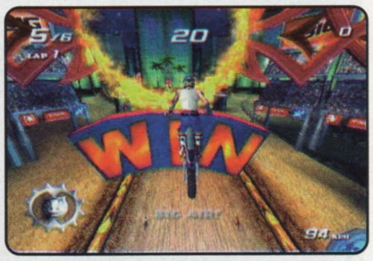
Factpack

The stuff you need to know...

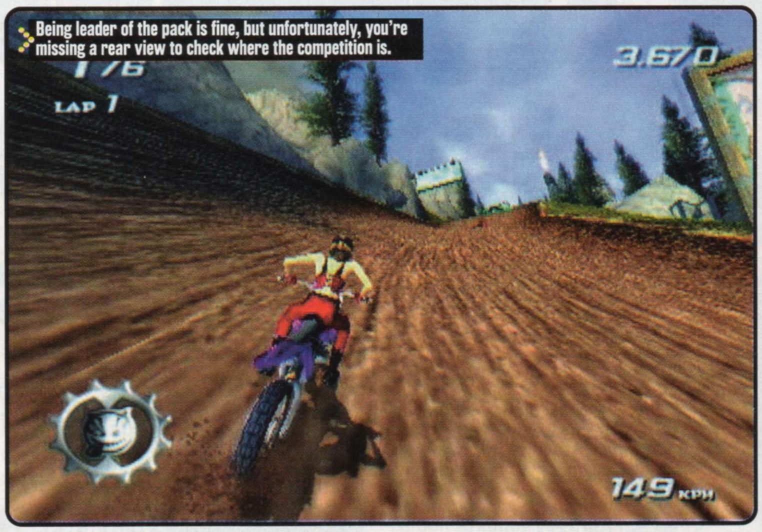
Riders	8
Tracks	9
Stunts	Hundreds
Impacts	Infinite



▲ Some of the courses have tight ravines to negotiate. Hit the sides and you'll separate from your bike.



▲ The 'Rocket Garden' level is set around a shuttle launch base-cum-airport. Gnarly wing-based stuff.



Being leader of the pack is fine, but unfortunately, you're missing a rear view to check where the competition is.

seconds. It's mucky fun and you'll be tempted to veer off course in search of those elusive short cuts – they're often the biggest jumps of any track.

Of course, jumps alone aren't enough. Just like *SSX Tricky*, pulling stunts is the key to a high score. Each rider has about fifty and they're all fairly intuitive, mostly being commanded from the shoulder buttons. Combo and multiples give you bigger scores and also fill your Boost gauge. Press Square and you'll get a speed burst that'll help you reach the clouds. Like we said – you'll learn to fly!

MUCKY FUN

And like all the other 'Big' titles, the humour and audaciousness is rife: from the larger-than-life characters with their daft catchphrases, to the ridiculous air swims that you do after a crash, you sure get a big bang for your buck. Everything is colourful and crazy, and the sheer speed is enough to bring you back time after time after time.

It'd be easy to accuse *Freekstyle* of just being *SSX* with bikes, but the fact is, it's nothing like snowboarding in the least and is an exciting and original experience in its own right. Imagine a turbocharged *Dave Mirra* with a bit more grime and dust and you're pretty much there. So when you feel the need for speed, take our word for it – this is fast, filthy fun. And in case you need more proof of how 'Big' *Freekstyle* is, consider this: there's no brake button!

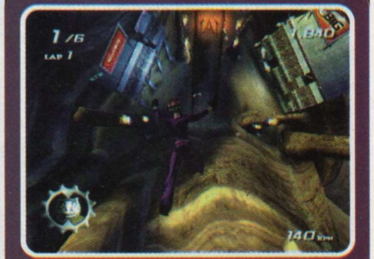
> ...from the **larger-than-life** characters to the **ridiculous air swims** when you crash, you sure get a **big bang** for your **bucks**...

Softography

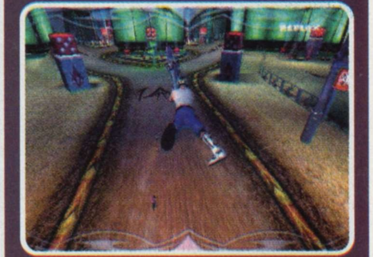
These guys have also made...

FIFA 2002 World Cup	64%
Knockout Kings 2002	62%
NHL 2002	83%
Tiger Woods PGA Tour 2002	N/A
F1 2002	63%
SSX Tricky	94%

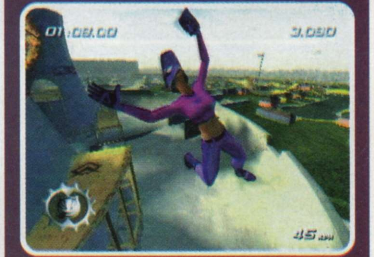
Ow, My Head!



▲ Be prepared for some nasty falls, a la *Tony Hawk's*. But this is EA, so there's no blood.



▲ Some of the air swims are hilarious. Reminds us of the classic *Road Rash* for Megadrive.



▲ God knows how she got up there! Now you can see why lids, gloves and pads are a must.

Judgement

GRAPHICS Lovely EA artwork, just like *SSX*. Not quite as smooth as *Tony Hawks* but still sexy.

GAMEPLAY Very simple, but with a real addictive streak – you'll be left wanting more.

LIFESPAN Not huge in terms of tracks or bikes, but a definite keeper for rabid stunt fans.

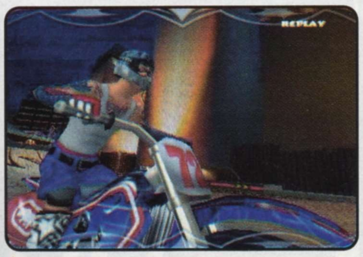
A superfast and real slip-slidey arcade fest. Think *Tony Hawk's* meets *SSX Tricky* on steroids and you're halfway there.

Overall

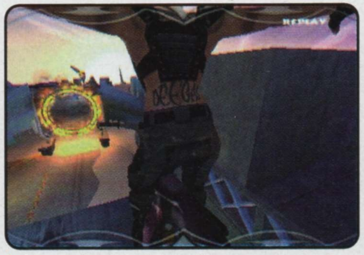
74%

Play it Again

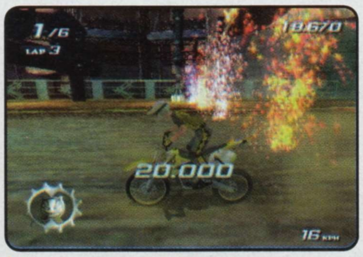
The replays are well-executed, capturing the dynamic nature of the races and with a range of camera angles.



▲ The bikes bounce along with authentic suspension animation, plus the character detail's great.



▲ Some of the viewpoints really convey a sense of height. Most people would be holding on for dear life.



▲ Ripping across the finish line in first place gives you a nice spray of fireworks. And very purdy it is, too.

REVIEWER

Richard Melville

OUT: AUGUST **FORMAT:** PS2 **PRICE:** £40 **DEVELOPER:** Z-AXIS **PUBLISHER:** ACCLAIM **SPECIAL FEATURES:** NONE **OTHER FORMATS:** XBOX **CALL:** 0207 344 5000 **PLAYERS:** 1-2

The **makers of Dave Mirra** let loose a free roaming street rollerblading jive to **challenge the Hawkster...**

Aggressive Inline

The gnarly world of extreme skating is dominated by the Hawkster but Acclaim's new high-flying rollerblader manages to teach Tony some new moves. Firstly, you're wearing skates instead of a deck which means you can swing around lamp posts like a baboon, change direction mid-grind and perform reverse stunts by riding backwards. You can even 'skitch' a ride on a passing bus by grabbing hold of the rear bumper.

ZOMBIE INFESTED

The six sprawling levels all connect but are locked, requiring set tasks to be completed before venturing to a zombie-rich movie set, military airfield and a Hawk-style factory. Tasks require you to speak to locals who offer points for your skills. Bring crowds to a burger van by gaining 40,000 points in 60 seconds and you'll pass the High Score challenge. Rather than being timed, each level has a falling juice meter which increases every time you perform a whopping great stunt. Get juiced to the max and you'll gain flaming skates and have the chance to up your individual skills levels. Perform a five-rail grind and your ability to slide like a pro will increase.

On top of the career mode, you can compete on a one-on-one stunt frenzy against a mate or, brilliantly, any of the CPU characters. If you needed any more reason to rank this alongside the Hawkster, *Aggressive Inline* also has a Park Editor mode with four unlockable arenas to tailor to your exact stunt needs. The only minor grumble GM has with *Aggressive Inline* is that a seemingly perfect grind opportunity occasionally results in a bloody crash. As an alternative to *Tony 3*, this is an original skater full of depth, great visuals and more tricks than a barrel load of David Blaines.

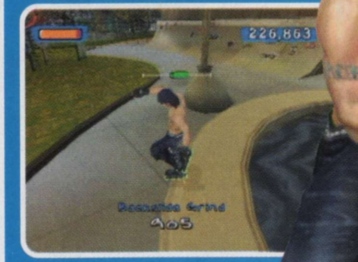
Softography

These guys have also made...

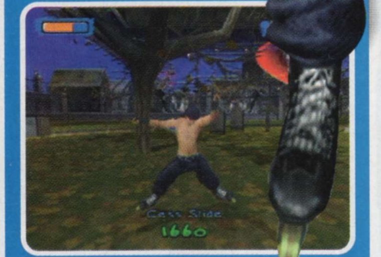
Dave Mirra Freestyle BMX	70%
Dave Mirra Freestyle BMX 2	78%
Dave Mirra Freestyle BMX 3 (PC)	82%

All Juiced Up!

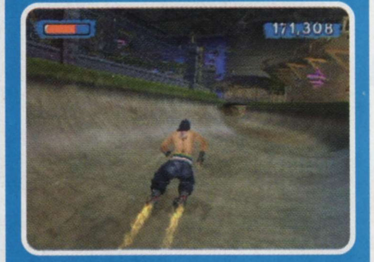
Timers are out and stunts are in. Aggressive Inline gives you a juice meter in place of a clock. To stay in the game, you've got to constantly perform stunts to gain juice. Crash too many times and you'll need to buy a continue with your hard earned points. Hit maximum juice and you'll become a flaming super skater!



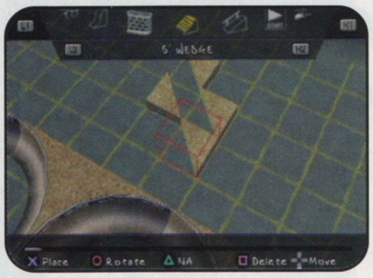
▲ Massive linked grinds can up your h considerably especially if you switch s between jumps.



▲ By riding fakie, you travel slower but can gain more points from simple stunts purely because of your backwards ways.



▲ Full juice alert. Make the most of your enhanced flaming skills by heading towards the biggest half-pipe you can find.

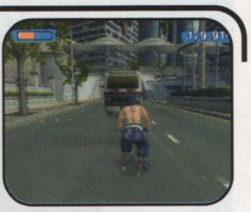


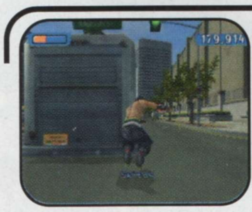
▲ The Park Editor allows you to select and position ramps, poles and half-pipes. Save them to memory card and show them to a mate.

Skitch A Lift

Fed up of getting road rash trying to grab the back of a Golf GTI outside Tescos? Get pulled along by a school bus and then try to bust a move.

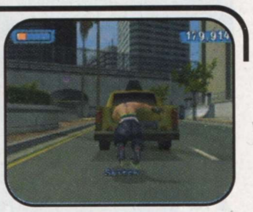
Get out of the way of the bus and grab the end of it to start speed skating, rather than becoming road rash.





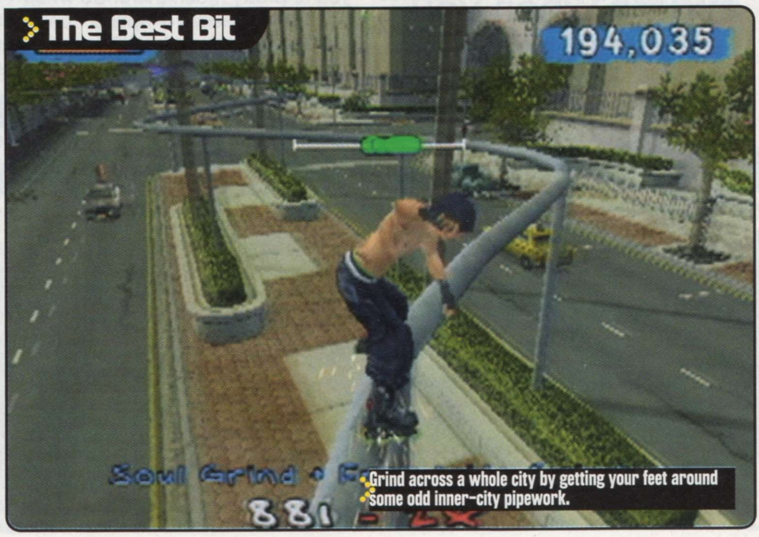
And he's off! Get ready to let go and perform a stunt before the van takes you out of the arena.

Now this is the real Crazy Taxi! Grab a taxi and hitch a ride with the worst drivers in the city.



182,159
Vertical Pole
100

The Best Bit



Grind across a whole city by getting your feet around some odd inner-city pipework.

Judgement

GRAPHICS Giant sprawling cities, realistic skaters and fluid animation. Right up there with *Tony 3*.

GAMEPLAY Loads of tricks and a real feeling of weight to your skater plus plenty of innovations.

LIFESPAN Six huge levels, a park editor and a two-player mode will keep you playing for months.

You won't be disappointed with this stunt-filled stunna. It's within touching distance of current master *Tony Hawk's 3*.

Overall

86%

REVIEWER

Tom East

00
02:59
1P
R. OSBOURNE
C. SCHROEDER
4-4-2
5-2
02:56
K. ZOELLER
02:00
J. GRAYSON
01:26
03
SHORT LONG
PASS PASS
G. NORTHROP

OUT: NOW
FORMAT: GC
PRICE: £40
DEVELOPER: SEGA
PUBLISHER: INFOGRAMES
SPECIAL FEATURES: MEMORY CARD
OTHER FORMATS: ARCADE
CALL: 020 8222 9700
PLAYERS: 1-4

You fed **50ps** down its neck **in the arcades**, now Sega's football-fest is **yours for 40 quid...**

Virtua Striker 3 v2002

If you liked *Virtua Striker* in the arcades, this conversion is going to seem like a last minute winner in a local derby. It's just about as perfect a translation of the arcade cabinet as you could hope for, packed to the rafters with delicious visuals and that simple, quick fire knockabout feel.

SLUGGISH

For the rest of us, this is going to be seen for what it is: a wafer thin, boringly repetitive football match, with no effective passing game, sluggish player reactions, iffy controls and some dreadful AI. If you were expecting Sega to do an *ISS*, then you'll going to go home dissapointed. Okay, so maybe Virtua Striker was never *supposed* to be an *ISS*, but as an arcade game you'd expect it to push fun ahead of anything else. If fun is never *ever* being able to pass to a team mate and have them keep possession of the ball, then it's little wonder our pad is lying in bits in the corner of the office.

OWN GOAL

Chuck in crushingly slow-moving players - players that, when they control the ball, knock it a few yards ahead of them so opponents can tackle them instantly - a rubbish, Dad-like CPU that takes over your decision-making if you get too cocky or try to be too inventive - and a whole variety of AI niggles and it sounds like we might have ourselves one of the nastiest own goals of the year, especially when you consider it's come from the folks at Sega. There's one big saving grace – the goals – which are brilliant and endlessly spectacular, but otherwise, this is really duff - a football game without any of the stuff that makes football fun.

Softography

These guys have also made...

Virtua Tennis	94%
Shenmue	92%
Jet Set Radio	92%
Crazy Taxi 2	83%
Virtua Fighter 4	91%
Super Monkey Ball	91%

> Did you see that?!

The goals in Virtua Striker are probably the best reason for giving this a go. But there's some other bits and bobs worth turning up for, not least the Beckham-style crosses that you can plant on your forward's heads, and some nasty knee-high tackles...

00
01:02
1P
T. HUGHES
O. REINER
4-4-2
3-5-2
OFFENSIVE NORMAL DEFENSIVE

▲ Watch in awe as Beckham belts it down the wing and crosses in for Heskey to thump home. Heskey. Yeah. That'll be the day.

00
01:10
R. OSBOURNE
D. LEHR
4-4-2
3-5-2

▲ There's tricks in Virtua Striker – just not very many good ones. The passing is poor too – chuck it down the wings and you'll lose it.

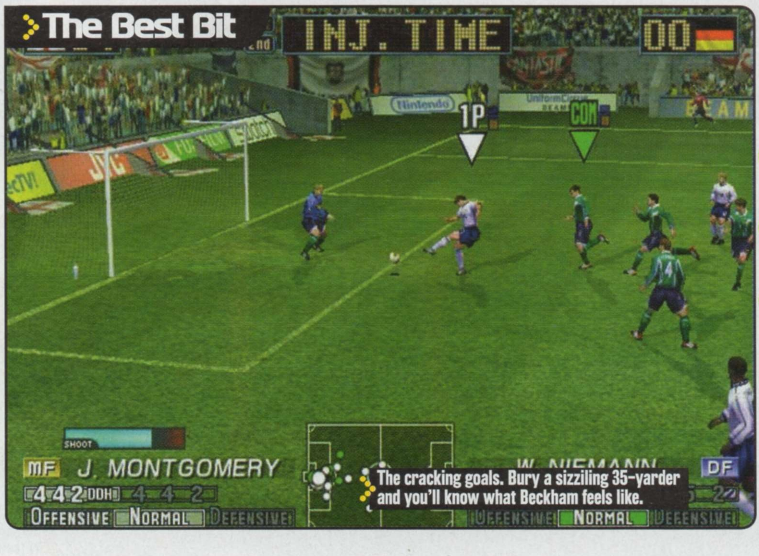
00
00:26
RED CARD
R. FALCHI
D. LEHR
5-3-2
3-5-2

▲ He's off! Red cards are pretty difficult to earn as the referees tend to be fairly lenient – if you do see red, you know it's a good tackle.

00
INJ. TIME
G. JURGEN
P. ULICHRACH
3-5-2
4-4-2
DEFENSIVE

▲ It's injury time and the Czechs are pushing Rudi Voller's German team for a last minute goal. He gathers the ball...Oi! Are you still awake?!

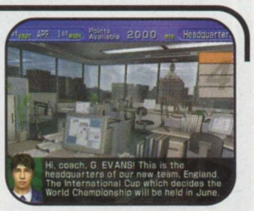
> The Best Bit


INJ. TIME
00
1P
COM
SHOOT
MF J. MONTGOMERY
W. NIEMANN
DF
4-4-2
OFFENSIVE NORMAL DEFENSIVE

The cracking goals. Bury a sizzling 35-yarder and you'll know what Beckham feels like.

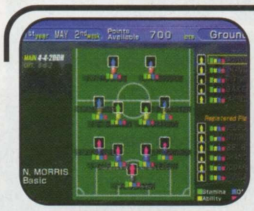
> And the winner is...

Role play? Formations? All the top teams? So, what has Virtua Striker got in store for those of you looking for a bit of tactical nouse?


1st year APR 1st week
Points Available 2000
Headquarter

Hi, coach, G. EVANS! This is the headquarters of our new team, England. The International Cup which decides the World Championship will be held in June.

An RPG mode! Bit silly, this, though – become a manager and guide your team to untold levels of success.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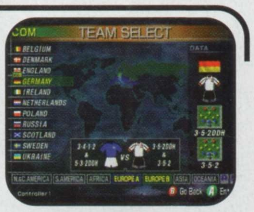
N. MORRIS
Basic
Stamina
Ability

Formations! Even Sven would have a hard time getting his head round the options on offer.


COM
TEAM SELECT
DATA
BELGIUM
DENMARK
ENGLAND
GERMANY
IRELAND
NETHERLANDS
POLAND
RUSSIA
SCOTLAND
SWEDEN
UKRAINE
3-4-1-2
5-3-2DDH
VS
3-5-2DDH
3-5-2
N&C.AMERICA
S.AMERICA
AFRICA
EUROPE A
EUROPE B
ASIA
OCEANIA
Controller
Go Back
Ent

International teams! 64 countries are correct and present, including some of the lesser lights.

Judgement

GRAPHICS Probably the game's most impressive area. Lovely players, beautiful stadiums.

GAMEPLAY Terrible passing, clunky control, dumb AI but helped out by some cracking goals.

LIFESPAN In multiplayer this is pretty good, on your own it quickly becomes yawnsome.

Visually it's good and the goalscoring's ace but in all other areas Virtua Striker moves and plays like a reserve team.

Overall

59%

New rules for Wimbledon. Winner stays on.
PlayStation 2
SMASH COURT TENNIS
PRO TOURNAMENT
namco

There's a new breed of rowdy, argumentative tennis players on the international circuit. You and your mates.
Choose from 8 of the world's top players for singles or even doubles if you pick up a multi-tap.
No clothing policy, no court fees, and you can't even get rained off.

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uk.playstation.com

PlayStation 2
THE THIRD PLACE

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DELTA FORCE: URBAN WARFARE

REVIEWER

Richard Melville

OUT: NOW

FORMAT: PSONE
PRICE: £35

DEVELOPER: REBELLION
PUBLISHER: NOVALOGIC

SPECIAL FEATURES: DUAL SHOCK
OTHER FORMATS: NONE

CALL: 01932 838 230
PLAYERS: 1

007 and Snake seem to have snuck into this **sneaky shooter's** jump from **PC to PlayStation...**

Delta Force
Urban Warfare

There's an argument that says the big, big difference between console games and PC games is that PC games don't have characters or icons. No Marios, no Zeldas, and definitely no bloody Bandicoots.

CHEESELESS

Urban Warfare settles that argument once and for all – on PC, the Delta Force series sees you controlling a squad of faceless, nameless soldiers just begging to be forgotten for all eternity. On PlayStation, you step into the huge, steel-toecapped boots of John… ah, his surname doesn't matter - he's Jaaaawhn, he's got a gravely voice, he's got guns, he shoots terrorists, and he is a Hero (capital H a necessity) right through.

Apart from the name and real-life setting, *Urban Warfare* has almost nothing in common with *Delta Force* PC. It's an totally cracking shooter, happily living out the secret agent vibe of *Agent Under Fire* or *MGS*, and it really pushes the geriatric PlayStation to its limits. Graphics and sound are stunning, and some top voice acting turns what could have been a really cheesy plot (you're hunting down the Russian terrorists who messily exploded your squad) into an atmospheric one.

SOLID GEAR

It's much like *Metal Gear Solid* from a first-person perspective – sneaky always does it, and most kills involve you peering around a corner (using L2 and R2) so you're not spotted. But fire you will - apart from a couple of levels where you're armed with a weedy stun gun, you still need to take most foes down to survive a level. While *Urban Warfare*'s borrowed from all over the shop, it's expertly done, and one of the finest PSone shooters there is.

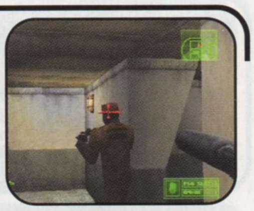
Softography

These guys have also made...

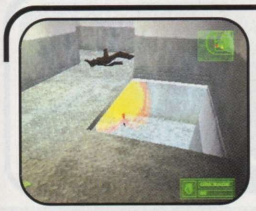
Aliens Versus Predator	86%
Gunlok	61%
The Mummy	64%
Tom Clancy's Rainbow Six	76%
Tiger Woods PGA Tour Golf	65%

Boom Sticks

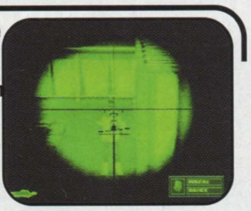
Urban Warrior is set in the real world, 2002 – which means every single gun you get to use is the real thing. There's machine guns, mines, a knife and our fave, the Sniper Rifle. You have to be sneaky to survive here, so whip out your snipester and start shooting.



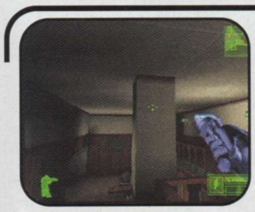
Silenced pistol. You don't want to be spotted just yet, so take 'em out silently from afar and they won't know you're there.



You're down to your last spot of health, and there's three very grumpy men waiting behind the door...like a grenade sir?



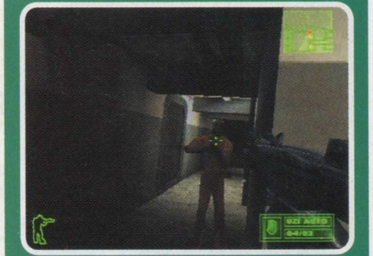
Sniper rifle. The coward's weapon of choice, but often the only way to survive – zoom right up to their eyelashes and take 'em down.



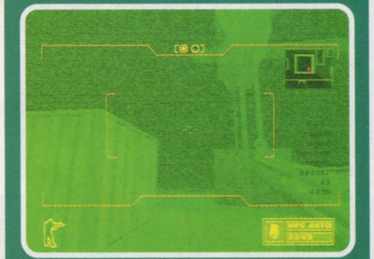
One level sees you raiding a bank vault, but the guards are innocent – so play nice and just stun 'em.

I Can See Clearly

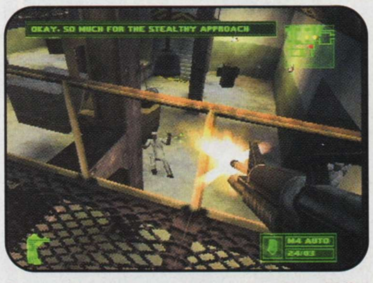
Rebellion also made the brilliant *Aliens Versus Predator* on PC – and it looks like *Urban Warfare*'s hero has a little bit of Predator in him.



▲ Normal vision may be a pain in the dark, but it lets you spot nearby foes on your MGS-style radar.

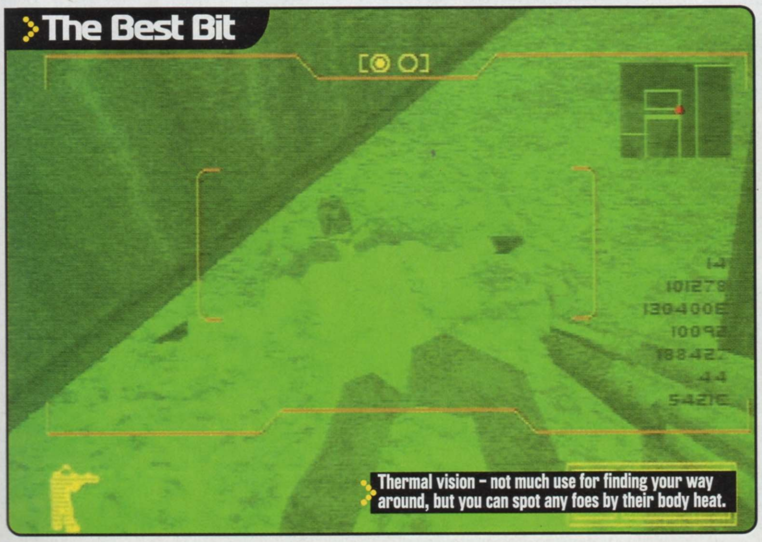


▲ Night goggles turn everything an icky green, but you can see all – even in the blackest black.

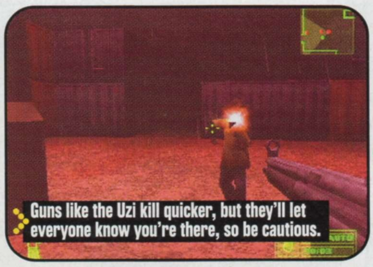


▲ You can't go in all guns blazing in *Delta Force*. Well you can, but you'll probably get a pasting. So sneak around the place, find some good vantage points and shoot down the guards when they're not looking.

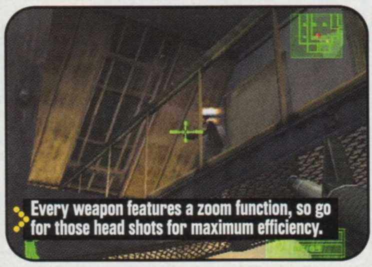
The Best Bit



Thermal vision – not much use for finding your way around, but you can spot any foes by their body heat.



Guns like the Uzi kill quicker, but they'll let everyone know you're there, so be cautious.



Every weapon features a zoom function, so go for those head shots for maximum efficiency.

Judgement

GRAPHICS Ace! We're still stunned by what this eight-year old console is capable of these days.

GAMEPLAY Tense, exciting, brilliantly scripted and thoroughly wonderful – but use an analogue pad.

LIFESPAN A bit short, frankly, and there's no multiplayer to out-sneak your mates in.

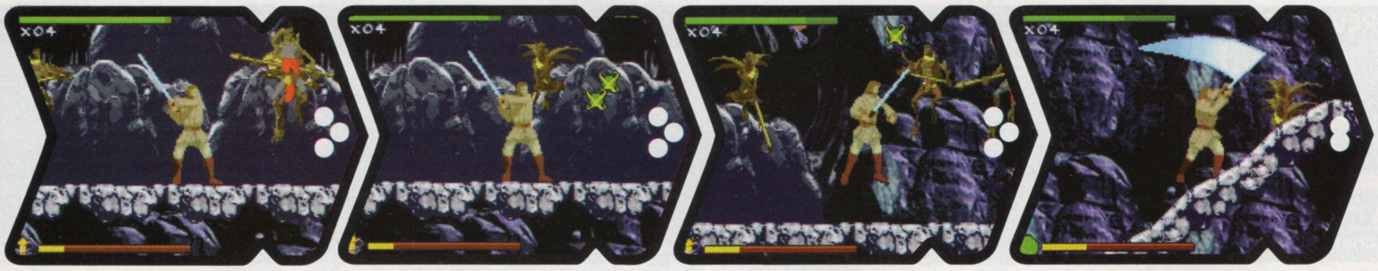
Just when we think it's all over for PSone, a gem like this comes along. One of the best PS shooters money can buy for sure.

Overall

87%

REVIEWER

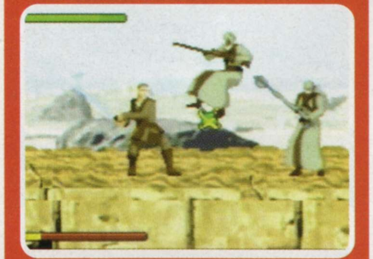
Geraint Evans



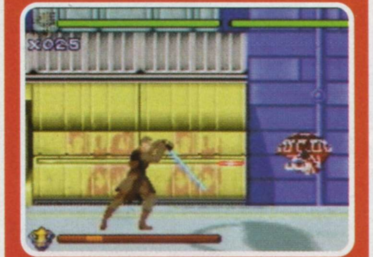
OUT: NOW
FORMAT: GBA
PRICE: £35
DEVELOPER: DAVID A PALMER
PUBLISHER: THQ
SPECIAL FEATURES: NONE
OTHER FORMATS: NONE
CALL: 01483 767 656
PLAYERS: 1

JEDI POWER

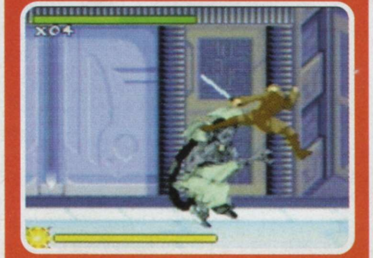
The 'platforming' levels pretty much take up most of the game. Basically you move from left to right before stopping to take on groups of surrounding enemies. You also have Force abilities at your disposal which you can use to help get you out of those tricky situations. Use them sparingly.



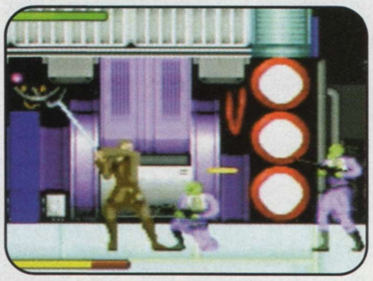
▲ These Force pick-ups allow you to use different abilities, from high-jumping to Force-pushing. Very handy when things get tough.



▲ It's not always wise to constantly slash at the enemy. Using block allows you to deflect laser blasts back, it's often far more effective and safe.



▲ Anakin and Obi-Wan's jump attacks are rubbish - managing only to muster lame-looking flying kicks. And here were we thinking they're deadly.



▲ You have light sabre moves for almost every conceivable direction, while a quick tap on the block button will automatically deflect any incomming lasers.

Another **Star Wars film** and yet another **hand held cash-in.** Can this one manage to **come up trumps?**

Star Wars: Episode 2

Attack of the Clones

Quite how 'David A Palmer Productions' (the guys who brought *Doom* to GBA) managed to sneak this travesty through is anyone's guess. It's even more of a mystery when you consider that it's even *worse* than the utterly shambolic *Episode 1* GBA game.

So far, not so good - so what's gone wrong then?

JEDI POWER

Well to start with, unlike the isometric levels of *Episode 1*, this latest instalment's main levels are all 2D side-scrolling levels. As you walk or jump your way to the end, you're faced with oncoming waves of enemies from either side who you have to dispatch by holding down A and tapping on the D-Pad, corresponding to the way you want to strike - and it's here that the game really starts to get on your nerves.

When you're using your sabre, you can't jump, move or even change direction - you're rooted firmly to the spot. Now correct us if we're wrong - but aren't Jedi suppose to be able to leap, fight, swing, dance and sing with their sabre out? - Well *exactly*. To have the nerve to bring out a game about Jedi-style battling only to have cardboard cut-out characters waddling from left to right and then try to pass this off under the *Episode 2* guise is bordering on criminal.

CARDBOARD

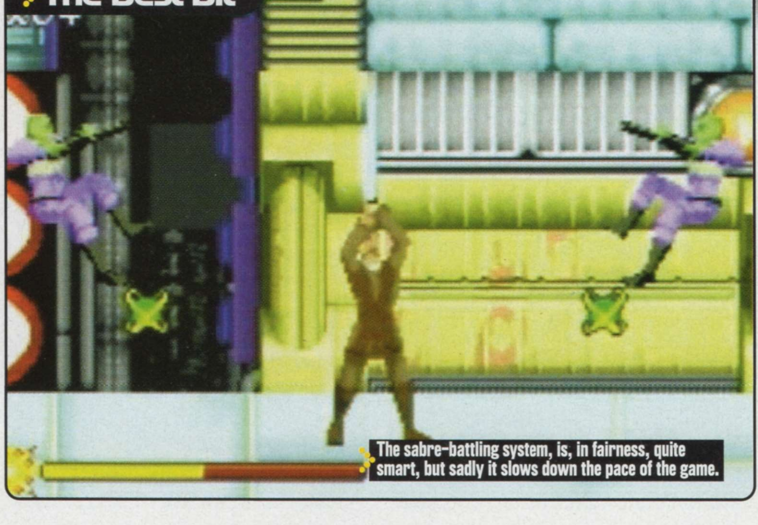
Still, this might just have been forgivable if the game was in any way entertaining, but after the first half-hour or so it gets very tedious indeed. Heavens, it plays more like a substandard 16-bit game. Do yourselves a favour folks and pick out one of the hundreds of decent GBA games out there. You'll have at least a 90% chance of it being far, far better than this.

Softography

These guys have also made...

Doom	90%
Gex: Enter the Gecko	64%
Men in Black: Series 2	58%
Pitfall	62%
Earthworm Jim	78%
Speedy Gonzales	63%

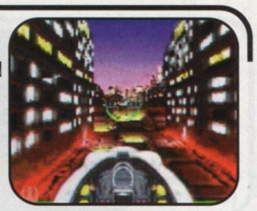
The Best Bit



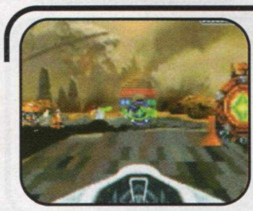
The sabre-battling system, is, in fairness, quite smart, but sadly it slows down the pace of the game.

The Best Of Things

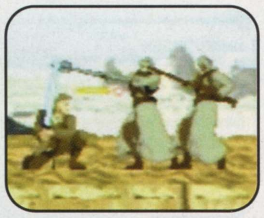
To help keep things from getting too tedious the developers have slipped in some 3D flying sections. But they're not exactly mind blowing.



Confusing no? You should try playing it then! Still at least you get some feeling of exhilaration through sheer speed alone.



Filling the shoes of that stroppy young Anakin, you have to race across Geonosis wasting drones.



► Admittedly the lightsabre fighting mechanism is a good idea, but it simply isn't as much fun because you can't move freely.

Judgement

GRAPHICS The 3D levels and some backgrounds are smart, but otherwise this is pretty shoddy.

GAMEPLAY Basic. Not as fast paced or as intuitive as it should be. A let down considering the potential.

LIFESPAN You might want to see it through to the end if you don't get bored of it in five minutes.

Enjoyable in places, but downright painful in others. Diappointingly another wasted Star Wars license. Avoid.

Overall

45%

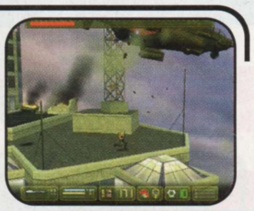
OUT: NOW
FORMAT: PC
PRICE: £20
DEVELOPER: ARUSH ENTERTAINMENT
PUBLISHER: UBI SOFT
SPECIAL FEATURES: NONE
OTHER FORMATS: NONE
CALL: 01932 838 230
PLAYERS: 1

Duke **blasts his way** back to his past in a 2D platformer that's **strangely three-dimensional...**

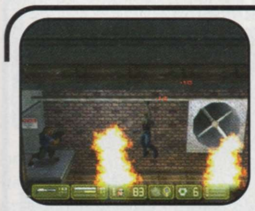
Duke Nukem: Manhattan Project

I'll Take Manhattan

A platform game? In this day and age? Despite its shameless return to the ways of 8-bit gaming, *Manhattan Project* gives you more than enough excitement.



Taking down an armoured attack helicopter with a shotgun? Insane. But you have to do it anyway.

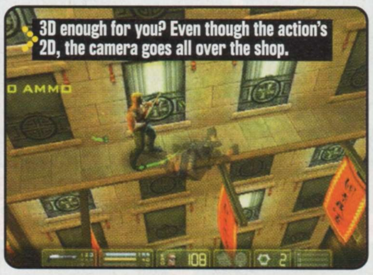


Killing mutant pig-monsters while swinging on a pipe and avoiding certain fiery death? All in a day's work for the Duke.

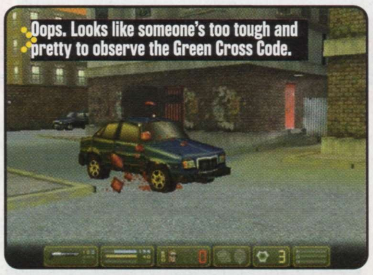
With *Duke Nukem Forever* literally taking forever, this might stave off your Duke cravings. A return to the Duke's beginnings, but dressed up in fancy 3D garb. A platform game, for pity's sake!

Manhattan Project's about as old-skool as you can safely get away with. Duke runs! Duke jumps! Duke shoots mutant pig-beasts! Duke tumbles to his death as you misjudge a leap! It's like being back in the late 1980s, but a weird parallel late 1980s where they've invented flashy 3D engines and aren't quite sure what to do with them. Everything's in 3D but the action's resolutely 2D; and just to make things more annoying, Duke can only fire horizontally and vertically. Why, God? *Why?*

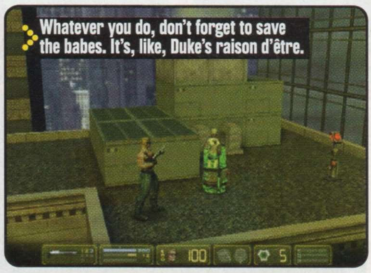
It really shouldn't work, but it just about does because it's pure old-fashioned brain-free mayhem.



3D enough for you? Even though the action's 2D, the camera goes all over the shop.

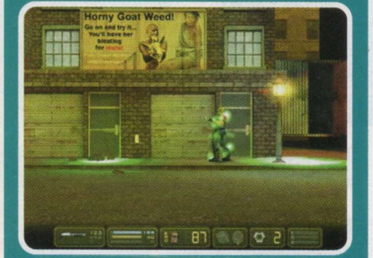


Oops. Looks like someone's too tough and pretty to observe the Green Cross Code.



Whatever you do, don't forget to save the babes. It's, like, Duke's raison d'être.

Mutant Juice



▲ Avoid the Gloop. It's bad for you, and it turns harmless animals into angry mutants. A bit like the chile sauce at Zorba's kebabery.

Judgement

GRAPHICS Shapely 3D visuals, gorgeous pyrotechnics and imaginative design.

GAMEPLAY Run. Jump. Shoot. Die. Repeat. You've seen it all before, but it's strangely enjoyable.

LIFESPAN Packs enough levels and challenges to keep you going for a good few days.

Resolutely old-fashioned, almost to a fault, it still manages to cram in more larks and mayhem than is decent. Hurrah!

Overall

76 %

REVIEWER: Jim McCauley

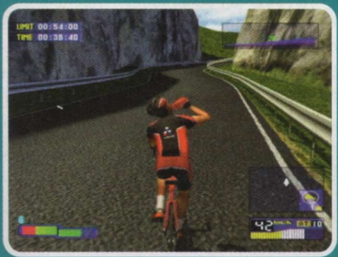
OUT: NOW
FORMAT: PS
PRICE: £40
DEVELOPER: KONAMI
PUBLISHER: KONAMI
SPECIAL FEATURES: NONE
OTHER FORMATS: XBOX
CALL: 01895 470503
PLAYERS: 1-2

It's about time the **toughest race in all-known sport** had its **own game.** But does it do **Le Tour** any justice?

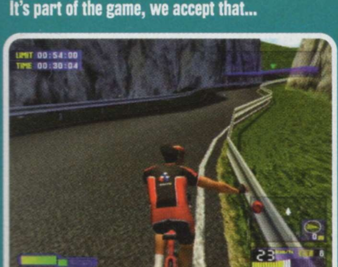
Le Tour De France

Keep Moist

You can't just pound up the mountains hell for leather, oh no. Tread the pedals a touch too hard and you begin to get all giddy and wobbly. Make sure then that you keep your rider nicely refreshed with the occasional energy drink - but don't blow them all too early or you'll never make it up that hefty great Alp on the horizon.



▲ OK, so you have to take the occasional drink. It's part of the game, we accept that...

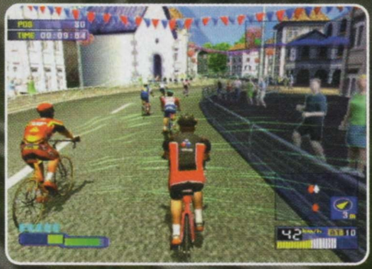


▲ ...but kindly put your litter in the bin rather than chucking it about willy nilly. Lazy oik.

The grinding gears, the stunning landscapes, the spindly-limbed riders hauling their skinny frames up a near-vertical Alp. Marvelous!

But where for some a Tour De France game might be a bridge too far, we think it's a most-welcome addition to the sports game cannon.

Although at times feeling like the wimpy mutant offspring of *Gran Turismo* and *Coolboarders*, there's enough quaint touches and original cycling extras to keep you carving up the inclines and dipping the sprints. Add to this a near complete list of real-life teams (although Armstrong's US Postal are conspicuously absent), a realistic pre-Tour criterium circuit and some cracking scenery for a nice and challenging change from your average racing game.



▲ That green waft isn't your opponant's stenchy B.O., it's his slip stream. Hang here a while to shelter from the wind and boost your energy bar big style.

Judgement

GRAPHICS A touch like an old school arcade game, but the rider detail is pretty darned accurate.

GAMEPLAY Tends toward the all-or-nothing end of the scale, but it mirrors the race itself nicely.

LIFESPAN Depends on your love of cycling. Tour De France fans are likely to play it forever.

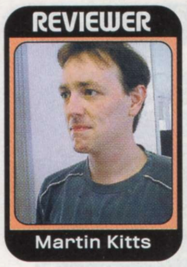
Falls between the two stools of driving and snowboarding games, but still has enough differences to make it nicely original.

Overall

77 %

REVIEWER: Roy Delaney

REVIEWER



Martin Kitts

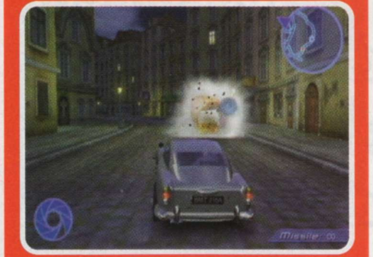
OUT: NOW
FORMAT: GAMECUBE
PRICE: £45
DEVELOPER: EA
PUBLISHER: EA
SPECIAL FEATURES: NONE
OTHER FORMATS: PS2
CALL: 09067 532253
PLAYERS: 1-4

Bond returns for more **thug-thumping mayhem** – and this time he's brought his **motor** too...

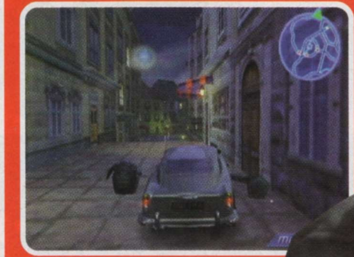
James Bond 007
Agent Under Fire

007 Racing

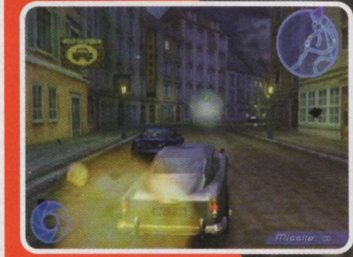
Bond's driving levels are actually a lot better than you might imagine, despite being an interlude – but never *merely* an interlude – between the main first-person sections.



▲ Use your car's missiles to blast through certain obstacles. Not all of them can be destroyed, mind, so chose wisely.



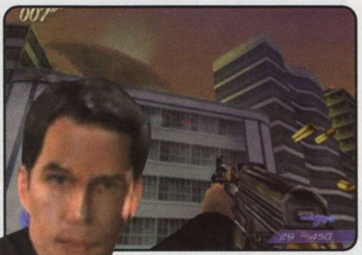
▲ Bond would have had a radar like this if it had been invented when this car was built.



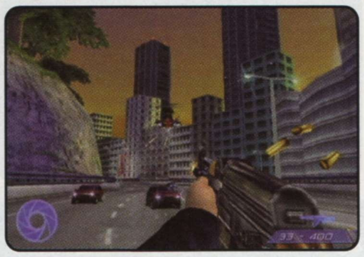
▲ Various bad guys drive along to put you off as you race towards your objective. Time for some missiles!

Skeet Shooting

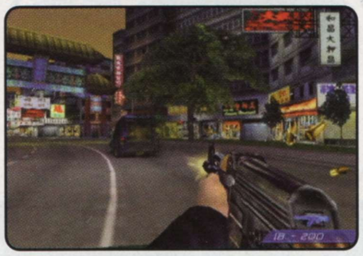
Sitting in the back of a moving car, waving a gun at passers by. One of Bond's lesser assignments...



These sections are totally linear, and nowhere near as good as the rest.



▲ You can do special agent stuff like shoot out the tyres of passing enemy cars though, which is fun.



▲ To get rid of the really big enemies, like armoured cars and helicopters, it's best to use a big weapon.

Her Majesty's premier secret agent is in a league his own when it comes to driving fast cars, making things explode, and pleasing the ladies. But as a game hero he has all too often left us as cold and dry as one of his famous Martinis.

FILM BLUFF

The problem with his recent outings is that none of them are fit to so much as lick the boots of *GoldenEye*. And the harder developers try to reproduce the winning formula of five years ago, the further they get from making something as enjoyable and exciting as one of the Bond movies, let alone anything remotely original.

Of course *Agent Under Fire* isn't actually based on any particular film. EA have created a brand new Bond scenario especially for the game, and have consequently been able to forget much of the dull storytelling and pack the thing with action sequence after action sequence.

GAME ON

Most of the game takes place in the standard *GoldenEye* first-person view, with two extra gaming styles thrown into the mix.

The best of the new additions are the driving scenes, which put you

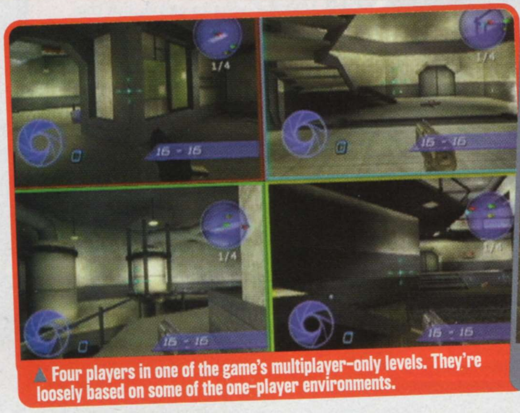
Softography

These guys have also made...

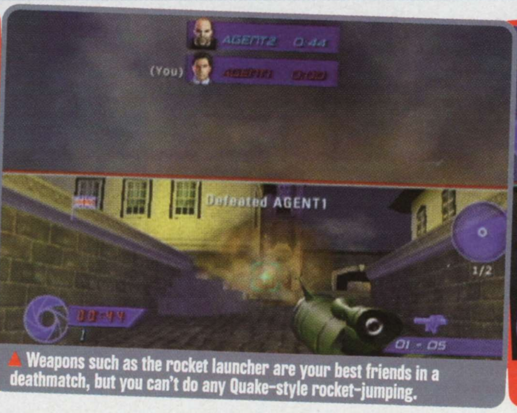
SSX	93%
Knockout Kings 2002	62%
Simpsons Road Rage	76%
Tiger Woods PGA Tour Golf 2002	84%
NBA Street	80%
Theme Park Inc	84%

Miss, Moneypenny!

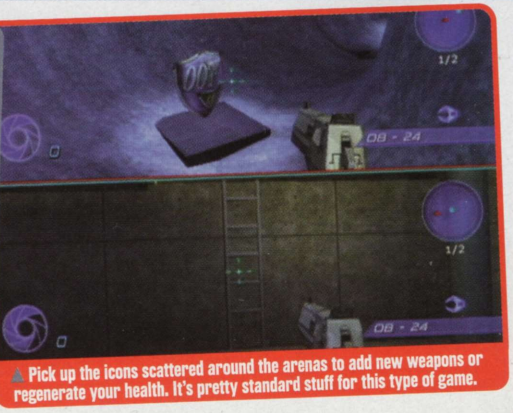
Four people can peg it around specially designed multiplayer arenas for some competitive blasting with options including deathmatches, 'top agent', and a Capture The Flag variant featuring a Union Jack.



▲ Four players in one of the game's multiplayer-only levels. They're loosely based on some of the one-player environments.

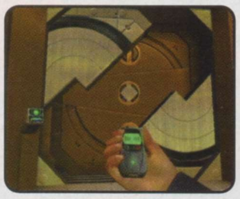


▲ Weapons such as the rocket launcher are your best friends in a deathmatch, but you can't do any Quake-style rocket-jumping.

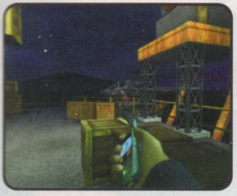


▲ Pick up the icons scattered around the arenas to add new weapons or regenerate your health. It's pretty standard stuff for this type of game.

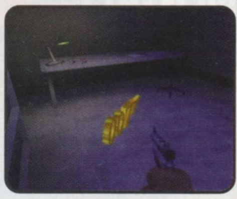
A Spy's Life!



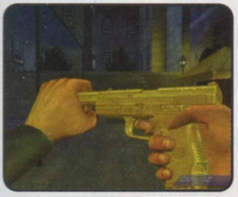
Bond sports the kind of mobile phone you can't buy at Dixons. It even has a laser, among other special functions.



Sadly the only way you'll hurt anyone with it is by throwing it at them. The laser is good for seeing through ladies' shirts though.



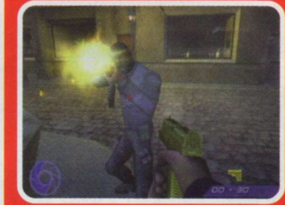
007 icons can be found in every level. Collect them all to unlock the game's selection of secrets and bonuses.



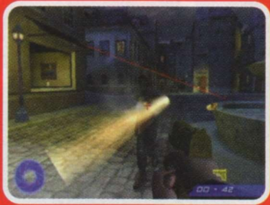
Snapping your gun in frustration will get you nowhere, James. Not even in this game. Stay calm.

Forces of Evil

The enemies are disappointingly stupid, and they don't react properly to being shot with Bond's big, fat, slow, ping-pong ball bullets. In terms of realism, it's nowhere near the standard of *GoldenEye*.

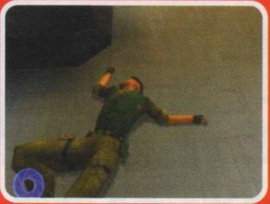


▲ Each time you shoot someone he reacts as if he's been tickled.

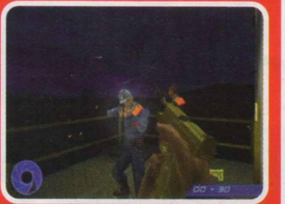


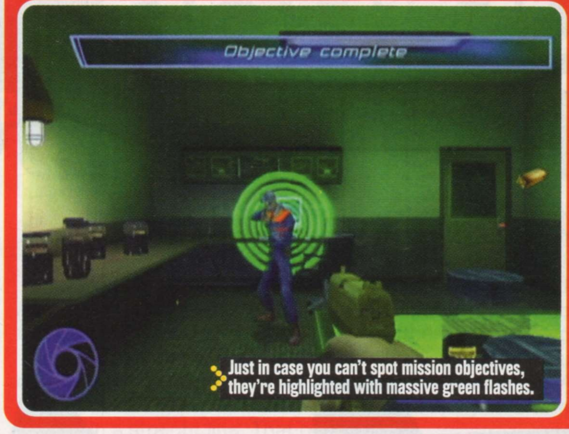
▲ They do have specific hit zones, but it makes little difference to the gameplay.

▼ The bodies disappear quite quickly, so you can't administer afters.

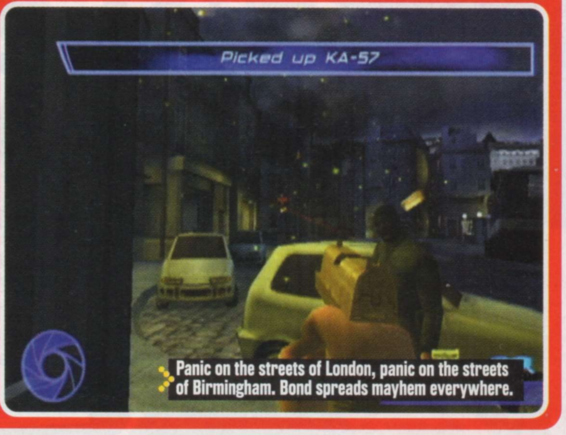


▼ Go for his head, otherwise you'll be shooting at him for ages.





Just in case you can't spot mission objectives, they're highlighted with massive green flashes.



Panic on the streets of London, panic on the streets of Birmingham. Bond spreads mayhem everywhere.

behind the wheel of 007's death-dealing '60s Aston Martin. They're utterly frantic to play, as the car zooms through narrow streets, bouncing off the walls. You get a plentiful supply of missiles, and loads of enemy vehicles line up for some 100mph obliteration.

The other extra scenes aren't quite so much fun, merely mobile shooting galleries, where you're confined to a fixed position in a speeding vehicle. The enemies hide among the scenery or drive past, taking pot shots at you, and all you can do is point your gun at them and pull the trigger. Like *Pokémon Snap*, except duller.

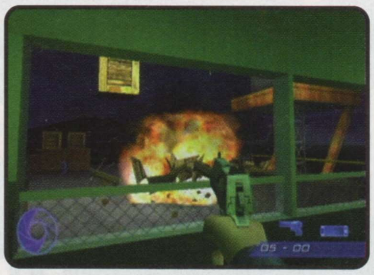
Holding it all together is a first-person adventure that while rarely making you feel like you're actually on a dangerous secret mission, is certainly better than any of the other post-*GoldenEye* Bond games.

> "...it's certainly better than any of the other post-*GoldenEye* Bond games..."

GAME OVER

The level design is strong and varied, the graphics are slick and solid, and there's a decent feeling of continuity throughout. But it just doesn't have that elusive spark that will keep you playing long enough to unlock all the hidden rewards.

You don't have much scope for doing things your own way. For example, if you're asked to use your laser to break a padlock, so you can't just whip out a gun or a grenade to do the job instead. Boo! - where's the fun in that?! And despite Bond being

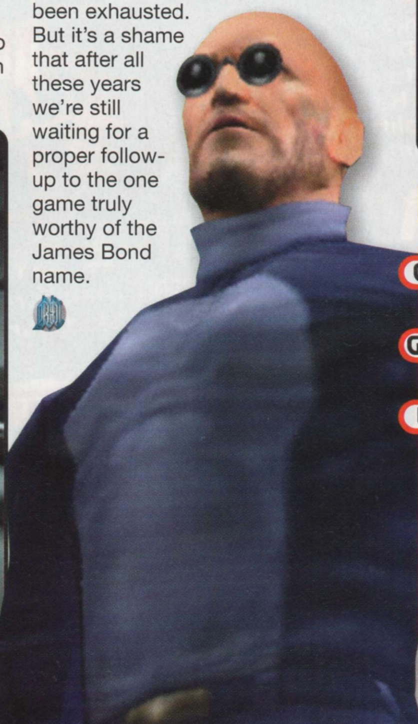


▲ Whatever you do, don't hide behind an oil barrel. This foolish enemy obviously doesn't know the rules.

Britain's top spy, Q feels the need to read out detailed instructions every time he encounters something new. Every bleeding time!

On the plus side, the four-player mode's battle variations is enjoyable and will help keep the disc in service long after the one-player mode has been exhausted.

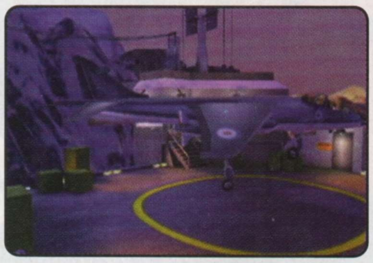
But it's a shame that after all these years we're still waiting for a proper follow-up to the one game truly worthy of the James Bond name.



Factpack

The stuff you need to know...

Levels	12
Nokia mobile phones	1
Gameplay styles	3
Gameplay styles that are rubbish	1



Judgement

GRAPHICS Low on texture detail but with decent structural detail and a solid framerate.

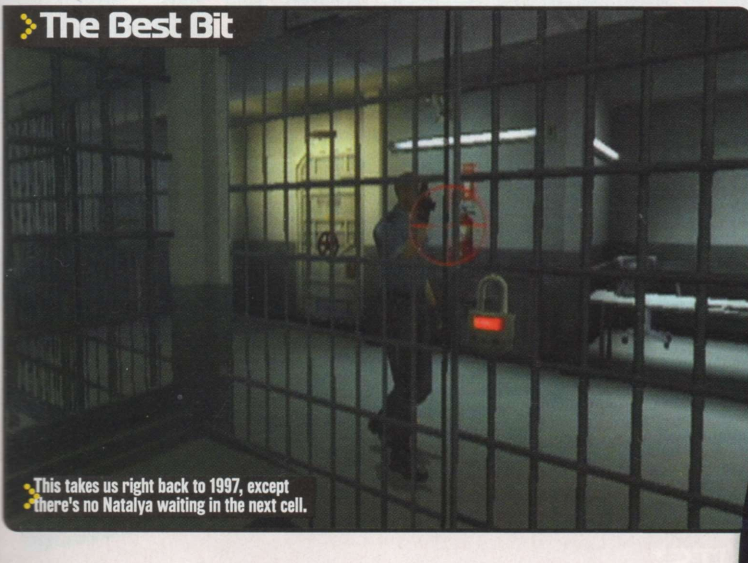
GAMEPLAY Features three totally different styles of gameplay to keep you on your toes.

LIFESPAN Probably not worth playing through more than twice, if you can be bothered.

A decent stab at Bond, but if you want a killer first-person title for your Cube you should wait for *Metroid Prime*.

Overall 75%

The Best Bit



This takes us right back to 1997, except there's no Natalya waiting in the next cell.

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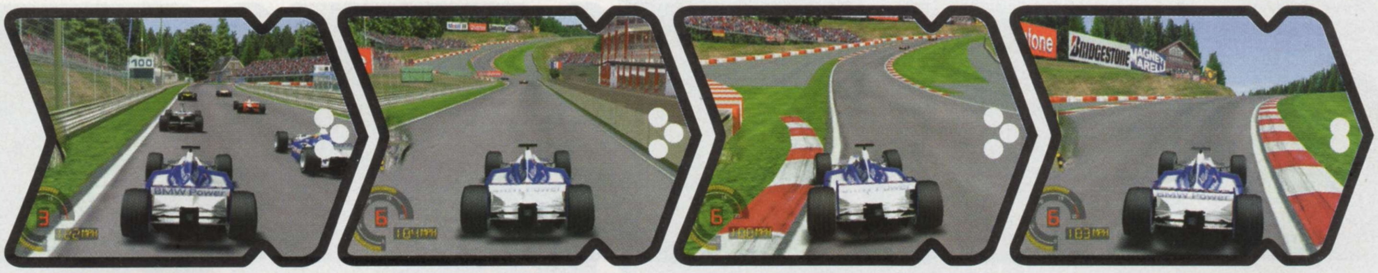
REVIEWER

Robin Alway



OUT: NOW **FORMAT:** PC **PRICE:** £35 **DEVELOPER:** GEOFF CRAMMOND **PUBLISHER:** INFOGRAMES **SPECIAL FEATURES:** NONE **OTHER FORMATS:** XBOX **CALL:** 020 8343 7337 **PLAYERS:** 1-16

The **most realistic F1** sim ever storms the grid, but can it provide enough **high-octane thrills** for you...

Grand Prix 4

Let's get this straight from the start: if you're looking for a fast, exciting and fun racing game then *Grand Prix 4* almost certainly isn't the game for you.

Your average F1 car is a bit like a jet engine on castors. It's built for getting up to high speeds very quickly in a straight line. That bit's easy; it's when you start trying to do silly things like steer it round a corner that things become nightmarishly complicated.

GO, GO, GO!

And so F1 games come crammed with assistance for beginners; trouble is that with all the assistance turned on - which you absolutely need at first - you barely feel in control at all. Your car brakes for you, traction control stops it from pulling a 180 if you accelerate too hard, it even helps you with your steering. F1 racing with assistance is dull. Doing it *without* a safety net takes a lot of commitment - more than you might care to offer.

But if you're prepared to commit to it, *Grand Prix 4* is, as F1 goes, the canine's proverbials. It has tracks modelled from GPS data and thousands of photographs, making them the most accurate available. It has motion-captured marshals and pit crews. It has AI drivers that react similarly to their real-life counterparts.

NEEEYOW – CRUNCH

The cars take damage properly, meaning that if a crash happens ahead of you then you'll have your work cut out avoiding the debris. The graphics and sound are as spot-on as you could hope for, and the handling is all too realistic.

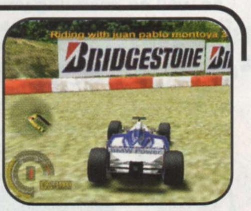
No, it's not exactly fun. But life's not always about fun. This, friends, is a simulation, and you may find its depth overwhelming. But if you take your gaming seriously then *Grand Prix 4* will reward you greatly.

Softography

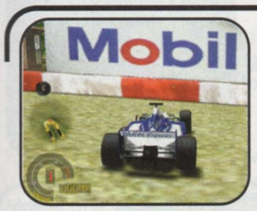
Grand Prix	90%
Grand Prix 2	91%
Grand Prix 3	92%
Stunt Car Racer	91%

Damage Imitation

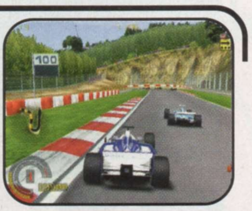
So, you get your filthy mitts on a multi-million pound Formula One car. Why is it then that you feel obliged to try and trash the thing?



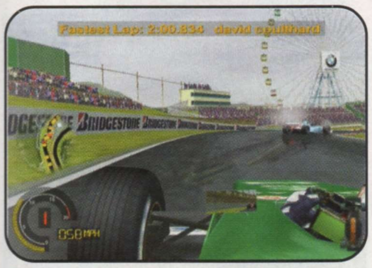
Poor old Juan-Pablo. Ace Colombian driver who never gets the wins he deserves. And his day's about to get worse.



So much for the gravel trap. A quick slide across it, biff gently into the tyre wall and what happens? He loses a wheel.



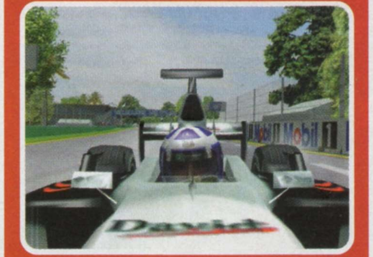
But he doesn't give up; he gets back on track and heads for the pits. You wouldn't do that in your dad's Mondeo.



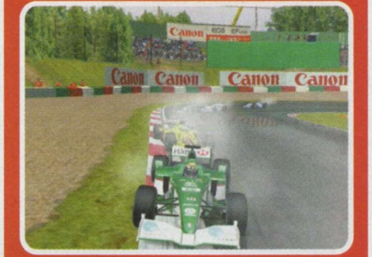
▲ Naturally, Suzuka features its big fairground. You fancy watching the race from that big wheel...?

Vision on

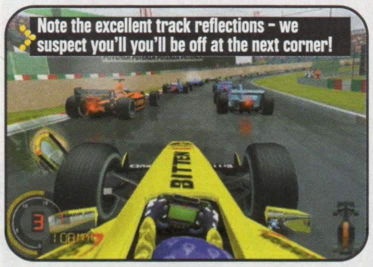
Grand Prix 4 has a staggering array of viewpoints. Some of them are really useful. Many of them are a bit strange.



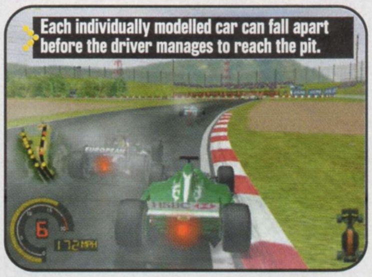
▲ The 'Close-up of the driver's helmet' view. Watch their faces as they crash – you sicko!



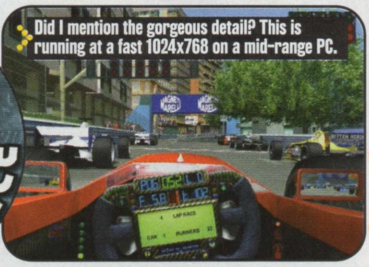
▲ The 'In front of the car' view. Useful for assaying damage acquired while driving with this view.



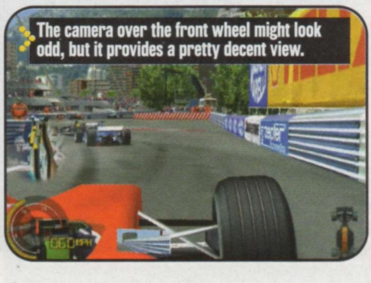
Note the excellent track reflections – we suspect you'll you'll be off at the next corner!



Each individually modelled car can fall apart before the driver manages to reach the pit.

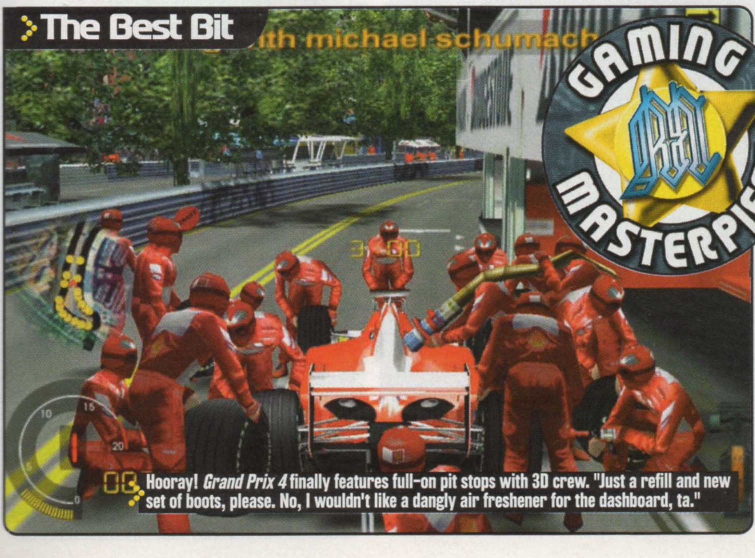


Did I mention the gorgeous detail? This is running at a fast 1024x768 on a mid-range PC.



The camera over the front wheel might look odd, but it provides a pretty decent view.

The Best Bit



Hooray! *Grand Prix 4* finally features full-on pit stops with 3D crew. "Just a refill and new set of boots, please. No, I wouldn't like a dangly air freshener for the dashboard, ta."

Judgement

GRAPHICS Everything is modelled in exquisite detail, and it *will* run smoothly on your PC.

GAMEPLAY For accurate simulation of a track-full of high-powered F1 cars, it quite simply rules.

LIFESPAN F1 enthusiasts and petrol-heads will love and cherish it until *Grand Prix 5* appears.

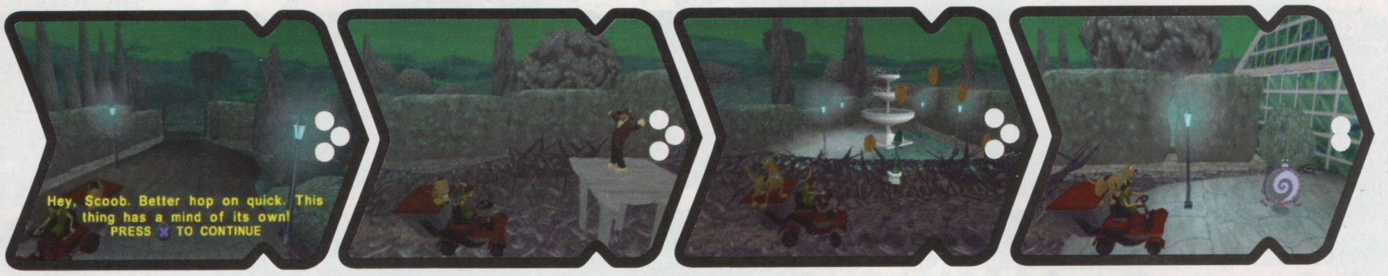
Quite probably the best F1 simulation ever. But think long and hard before you purchase if you're after quick thrills.

Overall

91%

REVIEWER

Dave Harrison



Hey, Scoob. Better hop on quick. This thing has a mind of its own!
PRESS X TO CONTINUE

OUT: AUGUST
FORMAT: PS2
PRICE: £40
DEVELOPER: HEAVY IRON
PUBLISHER: THQ
SPECIAL FEATURES: NONE
OTHER FORMATS: NONE
CALL: 01483 767656
PLAYERS: 1

Beware all those who **wear masks** to scare people from old mills and such, it's those pesky kids! **Yoinks!**

Scooby Doo

Night of 100 Frights

There's one thing about this game that is truly terrifying and sends chills down the spine. It's not the ghosts, it's not the giant spiders and it's not the werewolves. It's the fact that it was developed by Heavy Iron Studios, who were responsible for that criminal Evil Dead: Hail to the King game which tainted many a console last year. And the fact they've been tossed another license to meddle with proves that THQ must have a true Christian heart.
Bless 'em.

CANINE CAPERS

But the strange thing is, *Night of 100 Frights* is actually playable. No, scratch that – it's actually quite good. Taking control of everyone's favourite canine ghostbuster, the game pans out as a linear 2D platformer with 3D pretensions. Scoobs has to rescue his pals by collecting Scooby Snacks and beat bosses to unlock 12 different areas. OK it's not exactly revolutionary gameplay, but what Heavy Iron have managed to do is capture the feel of the TV show, ie: daft, camp, not scary in the least, full of rubbish jokes. Add to this some authentic animation and voices and you can tell someone has done their homework.

SHAGGY DOG STORY

On top of all this is a cleverly laid-out game: Scoob is only allowed to access certain parts of the 12 levels at any one time which means every area has to be re-trodden and re-explored. Also, there's some neat passages of play when Shaggy teams-up with his even shaggier pal.

On the downside, some of the platform sections are made unnecessarily tricky due to flat camera angles that easily deceive. Also, you always have the feeling that the whole production is wafer-thin in terms of depth and ambition.

But as cartoon licenses go, Heavy Iron should be reasonably proud of themselves. And at least they've got something half decent to add to their CV.

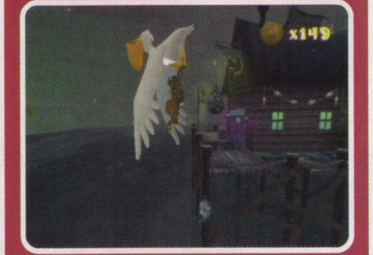
Softography

These guys have also made...

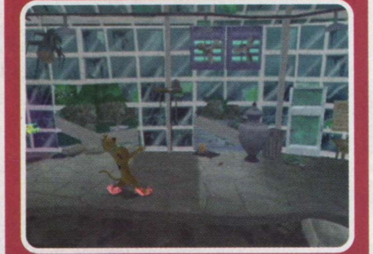
Evil Dead: Hail to the King....................24%

Prop of Horrors

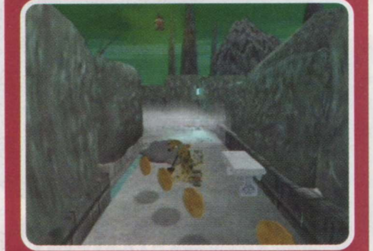
It's not just a case of collecting Scooby Snacks as Scoob has to acquire several skills and props to be able to access all the levels. Fortunately, the creepy mansion used to belong to a barmy inventor so there's plenty of helpful items just knocking about waiting to be used.



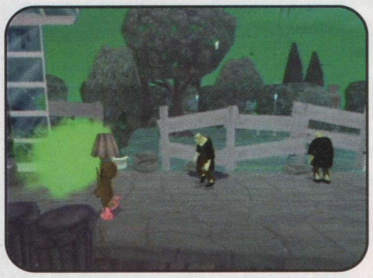
▲ Scooby can swing on tyres and even passing wildlife. There's always on-screen help given out if you're ever at a loss.



▲ Ho ho! Get Scoob a pair of slippers and he can creep past the baddies. If only Solid Snake had a pair – and a nice pink dressing gown to match!



▲ Even though Scoob is a dog and should be able to dig with his paws, he needs a shovel to dig for hidden treasures under the flowers. Uh?

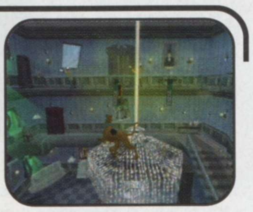


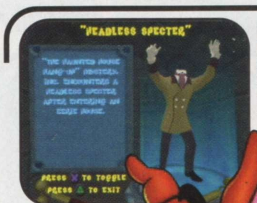
▲ Use the lamp shade to hide under when the monsters approach. They'll never find you – it's too cunning.

Token the Mick?

As well as rescuing your pals, there's Monster Tokens to collect. These give you access to tasty Scooby tit-bits and useful – and less than useful – info in the Monster Museum. Did you know that Fred went on to be a mystery novelist? You see, yer never too old...

The point to most of the levels is finding the tokens, which are to be found in the most inconvenient of places.

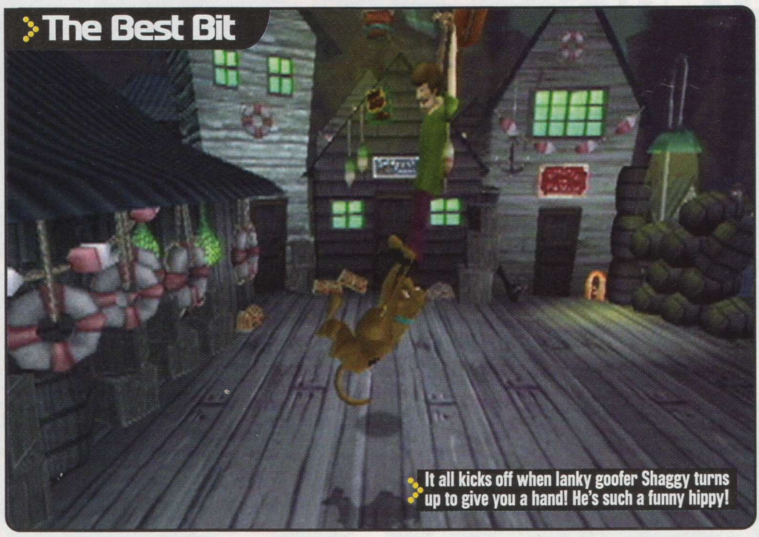




"HEADLESS SPECTER"
PRESS X TO TOGGLE
PRESS △ TO EXIT

In the Monster Museum, you find out which episode the monster is from, along with a nugget of Scooby related info.

The Best Bit



It all kicks off when lanky goofer Shaggy turns up to give you a hand! He's such a funny hippy!

Judgement

GRAPHICS Very true to the cartoon, so it's a shame about the dingy mist that's not even creepy.

GAMEPLAY Fairly predictable, but occasionally spiced up by some diversion from the linear path.

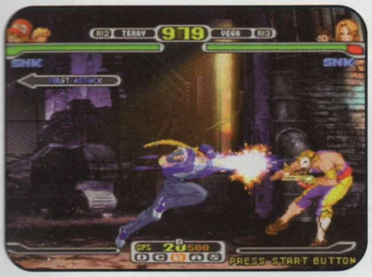
LIFESPAN There's 12 levels: don't expect to breeze through without putting on your gaming hat.

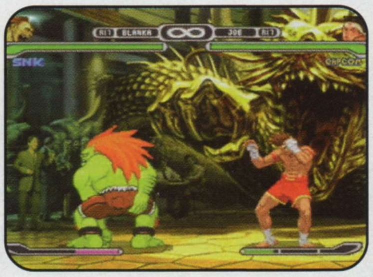
Faithful to the cartoon, this friendly and atmospheric platformer with enough quirks to entertain, if not completely satisfy.

Overall

71%

OUT: JULY **FORMAT:** PS2 **PRICE:** £20 **DEVELOPER:** CAPCOM EUROSOFT **PUBLISHER:** CAPCOM EUROSOFT


▲ SNK characters have dash attacks which can scupper Capcom fighters preparing lengthy combos.


▲ Turning to Joe, Brazilian beast Blanka asks 'does my bum look big in this?' before performing a deadly spin.

Capcom Vs SNK Pro

Is this the **millionth** 2D Capcom beat-em-up? **We've lost count...**

Take 15 *Street Fighters*, 15 *King of Fighters* veterans, throw them in the playground and start chanting "Fight!"

Yes, Capcom's latest PS brawler lets you play dream matches like Ryu and Ken versus Geese Howard, or Terry Bogard and Guile against M.Bison.

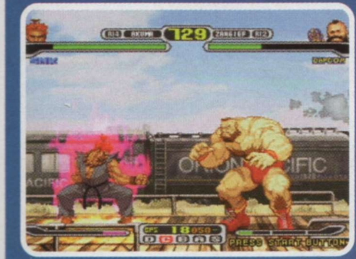
Fans of other Capcom scrapfests will need to think a bit more strategically if they're going to win at *Capcom Vs SNK*. Battling in teams of anything from 2-on-2 to 4-on-1, you'll need to choose your fighters carefully to avoid a thrashing (see Dream Team!). Knock out enough teeth and you'll earn points that you can use in Price Mode to unlock extra characters, although this seems a bit pointless since you only need to complete the game a few times to unlock everything.

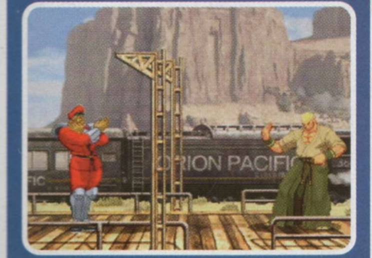
GAGGING 4 IT

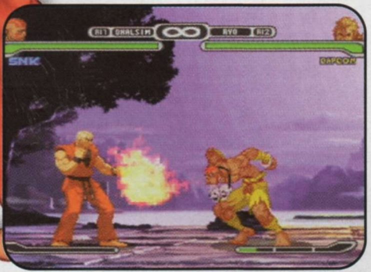
Capcom VS SNK is a good 2D fighter, and great fun in an old-skool way, break out the Wagon Wheels kind of way, especially if you have like minded combo mad mates who remember the SNES original. The problem is, sooner or later you'll find yourself gagging for the 3D goodness and mini games of Tekken 3.

Dream Team!

Fighters are rated on their ability, with weaklings only worth one while bosses are worth three or four. Teams only have four points, so choose wisely: four tiddlers have the numbers edge, but a boss can mash them on his tod!


▲ Akuma prepares to release a charged super move on the stupid Russian wrestler Zangief.


▲ Cap wearing M Bison is one of the hardest characters, despite looking like a ponce.


▲ Two classic Capcom favourites Ken and Dhalsim benefit from new costumes and new moves.

Judgement

GRAPHICS Well-animated sprites, but framerate problems when pulling off Super Moves.

GAMEPLAY Capcom's trusty fight mechanics are as tight as ever. New moves add to the intensity.

LIFESPAN Two player battles are awesome, but there's not an awful lot here for solo gamers.

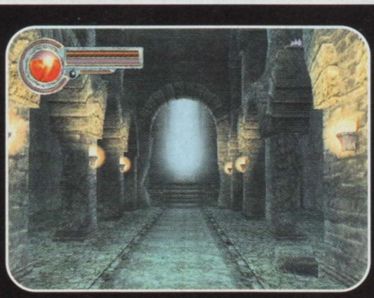
2D fighters still pack a wallop, just not as hard as it used to be. Capcom fans should check it out, everyone else should give it a rent first.

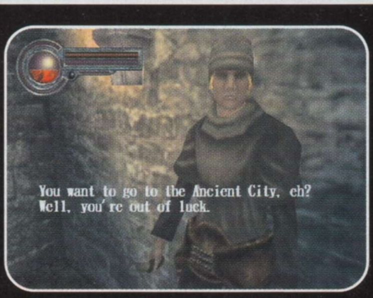
Overall

72%

REVIEWER: James Denton

OUT: NOW **FORMAT:** PS2 **PRICE:** £45 **DEVELOPER:** FROM **PUBLISHER:** METRO 3D


▲ A rare moment. Why? Because you aren't completely enshrouded in a dense, brown mist.


You want to go to the Ancient City, eh?
Well, you're out of luck.

▲ The game is peopled by depressed-looking bods who have nothing but pessimistic, glum advice for you.

King's Field

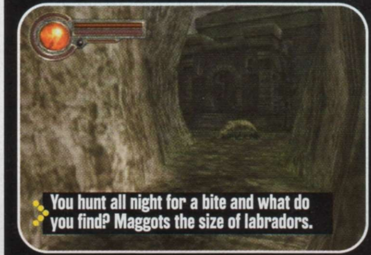
The Ancient City

Dark, dingy and **riddled with bugs** - sounds more like the **GM office...**

Now, we all like the odd spot of RPG action: whacking Orcish backside in *Baldur's Gate* or pushing our PS2s to the limit with *FF10*. Sadly, *King's Field* is enough to put you off the genre for life.

BLOATED PUPAE

The gameplay in this first-person trudger pretty much consists of shuffling around whacking the odd gribbly (bloated Venus flytraps, oversized pupae, short-tempered lime jelly, all that kind of number) and hoovering up all manner of herbs and hardware in the name of equipment improvement - although improvement is probably too generous a turn of phrase. The graphics are the dingiest since master of murk *Shadowman*, and if that isn't enough to scare you off, there's also the creaky plot to battle against (Cursed Lands, Idols of Sorrow, etc. etc.). More wooden than George Washington's teeth.


You hunt all night for a bite and what do you find? Maggots the size of labradors.

Judgement

GRAPHICS Murky and mucky. In a beauty contest, it'd be the equivalent of an Orc's dirty ringpiece.

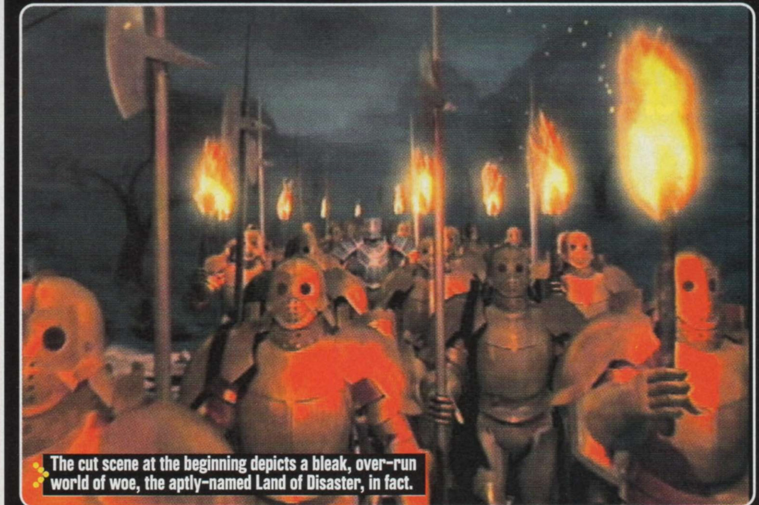
GAMEPLAY Pretty dismal. It'd be more fun pushing a sofa up and down stairs for a few hours.

LIFESPAN About as long as a moth in a firework display. Dull, dreary and desperately dissatisfying.

Pretty dull sub-Dungeons and Dragons guff. Think pump 80s TV programme *Knightmare* crossed with a wet weekend in a ruined castle.

Overall

39%

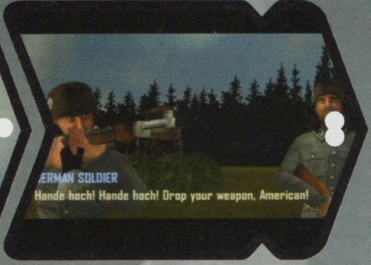

The cut scene at the beginning depicts a bleak, over-run world of woe, the aptly-named Land of Disaster, in fact.

REVIEWER: Michael Storey

REVIEWER

Dave Harrison

APTAIN LEWIS STONE
Save it for the Krauts, JD. She's going down.



ERMAN SOLDIER
Hande hoch! Hande hoch! Drop your weapon, American!

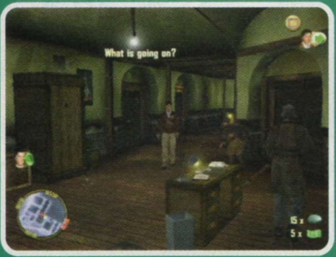
OUT: AUGUST
FORMAT: PS2
PRICE: £40
DEVELOPER: CODEMASTERS
PUBLISHER: CODEMASTERS
SPECIAL FEATURES: NONE
OTHER FORMATS: PC, XBOX
CALL: 01926 814132
PLAYERS: 1

When escaping, remember not to say **'thank you'** when wished **good luck** by a **Nazi!** It's a big giveaway...

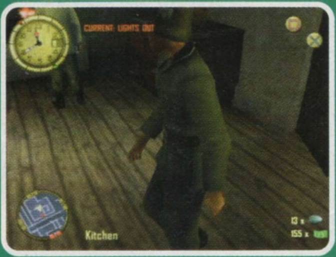
Prisoner Of War

Tippy Toe

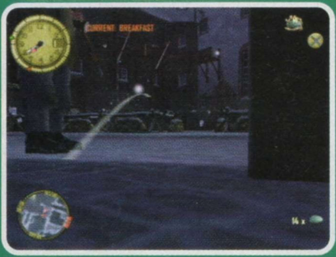
The main meat of the gameplay involves creeping round the camp undetected. To do this successfully, you must be able to improvise with what you find around you and have nerves of steel.



▲ If a guard is posted where you want to be, you can get other prisoners to use the old "Oh look, I'm ill" distraction. Gets them every time.



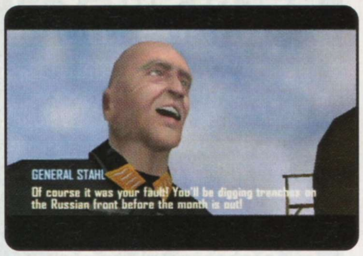
▲ The best way to get through tight security is to nick a German uniform and walk calmly past the guards. Just make sure you don't look shifty!



▲ Switching to a first-person view, you can hurl stones to distract the guards' attention. They're such suckers! Master race my arse.

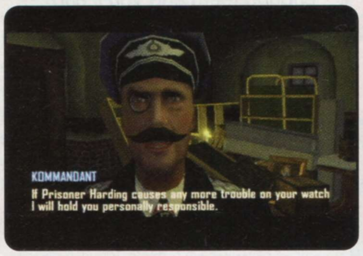
Ich Bin Ein Berliner!

Prisoner of War is full of rejects from *'Allo 'Allo* and *Dad's Army*, making for some interesting cut-scenes.



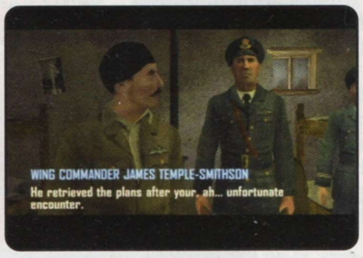
GENERAL STAHL
Of course it was your fault! You'll be digging trenches on the Russian front before the month is out!

▲ General Stahl is the big cheese around these parts. His avuncular appearance belies his evil Nazi heart.



KOMMANDANT
If Prisoner Harding causes any more trouble on your watch I will hold you personally responsible.

▲ This is the Kommandant at Colditz. He may look a fool but he's trained his guards up good and proper.



WING COMMANDER JAMES TEMPLE-SMITHSON
He retrieved the plans after your, ah... unfortunate encounter.

▲ There's also a collection of stiff upper lip types to cramp your maverick Yankee style. Toot toot pip pip.

Escape films have always been ace. Wooden horses, gliders, tunnels, trousers full of dirt and Ipswich Town FC – it's rich material for games developers. Now Codemasters have grasped the barbed-wire and added Prisoner of War to the stream of WWII games which are currently outnumbering extreme sport titles. Achtung!

You control US Captain Lewis Stone – six foot of cocksure damn Yankiness – who is captured by the Hun and determined that no cage is going to keep him. And although no cage can keep him, the problem is that he gets caught every time he legs it. So play follows the structure of breaking out, being captured, being moved to a higher security prison and starting over – which results in a very curious game.

OVER THE WIRE

To create a playable version of The Great Escape, Codemasters have taken part RPG, part strategy, part *Metal Gear* and part 'Allo 'Allo, stitched it all together and dressed them in green flannels. And it works… just.

As soon as you enter a new camp, Stone has to chat to the other inmates to discover the best way of escaping. These plans will often include certain props, so forays into store rooms and guard rooms are necessary, which requires cunning and stealth. Then comes the actual break out – the culmination of all your hard work. The only things stopping you packing up your troubles in your old kit bag and waltzing out are the guards, who have *Metal Gear* style sight cones and barbed-wire fences.

EARLY TO BED...

And then there's the morning and evening roll calls. If you don't make these punctually, you'll be caught and thrown in the slammer, which makes for some tense passages of play as you hurtle back to bed after a midnight excursion.

Prisoner is a very good game. It's soaked in a camp *Escape to Victory* atmosphere (rather than a gritty *Private Ryan* feel), where every

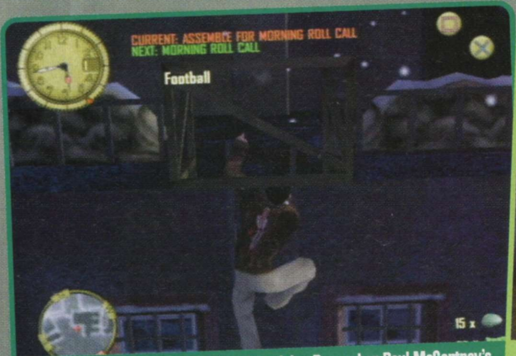
Softography

These guys have also made...

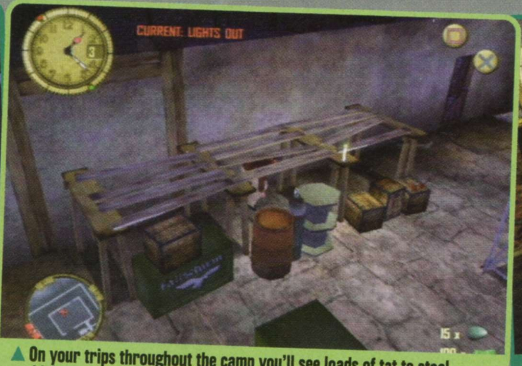
Colin McRae Rally	82%
TOCA: World Touring Cars	80%
Prince Naseem Boxing	35%
Colin McRae 3	N/A

Over and kraut!

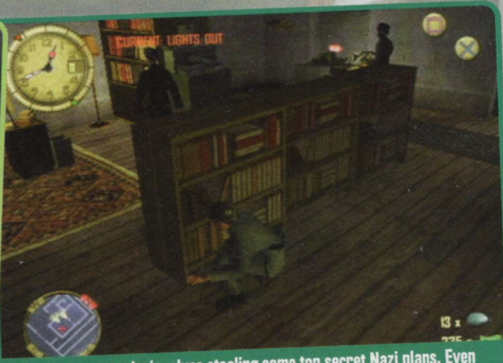
It's not just about escaping. As the plot develops there's loads of tasks to complete to get up Jerry's nose and cause all sorts of mischief. All you have to do is risk your life!



▲ There's nowt like footy to raise the spirits. Remember Paul McCartney's *"Pipes of Peace"* video – they have a laugh even though it's muddy.

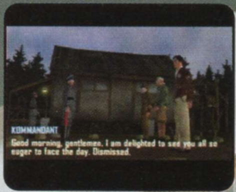


▲ On your trips throughout the camp you'll see loads of tat to steal which you can use to buy items and pay other prisoners to help you.

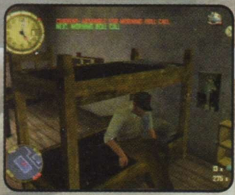


▲ One of your tasks involves stealing some top secret Nazi plans. Even though you're trying to escape, there's still a war to be won.

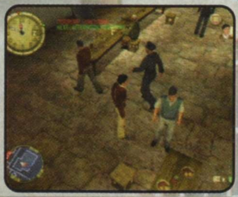
Von Timetable!


KOMMANDANT
Good morning, gentlemen. I am delighted to see you all so eager to face the day. Dismissed.

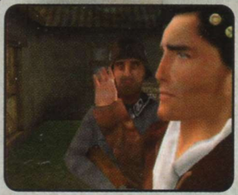
This is the morning call. Make sure you don't make your night time missions too lengthy. And take the boot polish off!



You've just got to make it to the designated sleeping area once the cock has crowed. If you could just strangle that damn rooster...



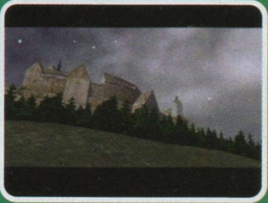
The meal times are a good time to meet your fellow prisoners. Also if you can sneak out, you can access parts of the camp.



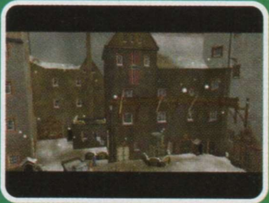
If you don't miss a deadline, a search will be mounted and you will be caught and chucked in solitary confinement.

Paul Hardcastle

After causing trouble in both the holding camp and Stalag Luft, Stone gets sent to the Daddy of all prison camps – Colditz! Even though it's impossible to escape, it's actually quite a picturesque setting.

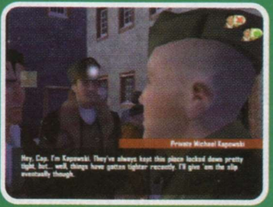


▲ Ahh, the lovely Castle Colditz. Best way out is through the gift shop.

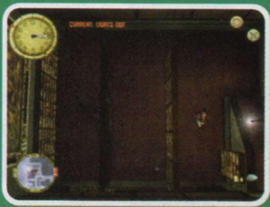


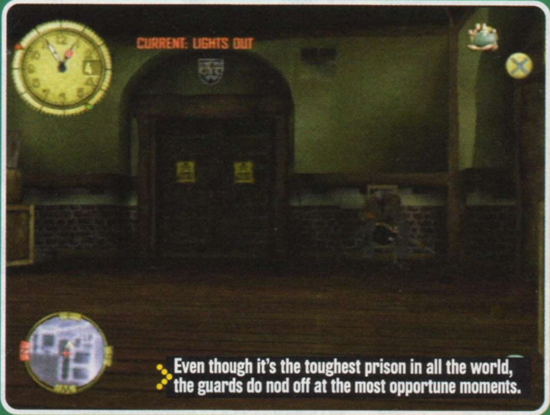
▲ Unlike the other camps it's all walls, so no convenient wire fences to clamber up.

▼ The hardened escape veterans still expect payment before helping you!

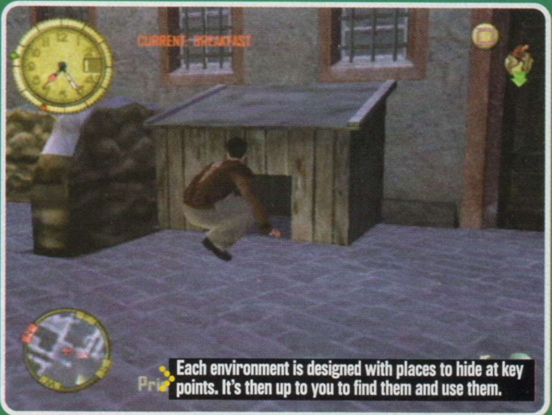

Private Michael Kapowski
Hey, Cap. I'm Kapowski. They've always kept this place locked down pretty tight, but... well, things have gotten tighter recently. I'll give 'em the slip eventually though.

▼ There's always some handy overhead camera angles to help you out.





Even though it's the toughest prison in all the world, the guards do nod off at the most opportune moments.



Each environment is designed with places to hide at key points. It's then up to you to find them and use them.

character is a national stereotype and every "Sherman" is a fool. Combined with solid graphics and a soundtrack to stir the soul, you feel like Charles Bronson from *The Great Escape*, or maybe James Garner. And the gameplay holds up as well: even though there is definite mapped-out progression to each level, you get a real feeling of freedom when planning your escapes – do you risk going during the day, or wait until nightfall? Take the long route or take your chances dodging past the guards? It's a real test of timing, nerve and patience… and paradoxically, that's what partly undermines the game.

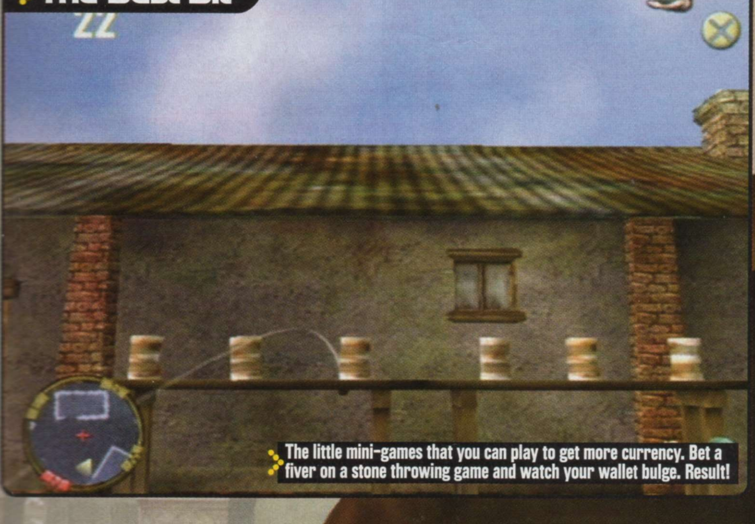
> "...If you have the **patience** and **desire**... you'll find an **unusual, rewarding** game with a wealth of surprises and twists..."

DOWN TO THE WIRE

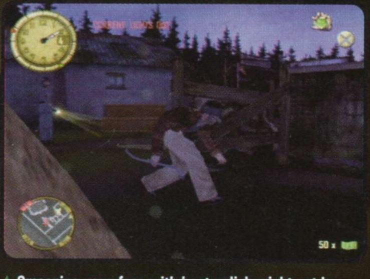
Unless you immerse yourself in the plot and peculiar game structure, you will find this game frustrating, awkward and occasionally even dull. This is partly due to the fact you're in a prison: you're restricted by routine and movement designed to crush the spirit, which makes switching off the game the most ready source of liberty.

That said, if you have the patience and desire to indulge in Codemasters' fantasy, you'll find a unusual, rewarding game with a wealth of surprises and twists. Now, where are those wire-cutters?

The Best Bit



The little mini-games that you can play to get more currency. Bet a fiver on a stone throwing game and watch your wallet bulge. Result!



▲ Smearing your face with boot polish might not be good for the skin but it makes you harder to spot.

Factpack

The stuff you need to know...

Prison Camps	3
Missions	5
German Stereotypes	17
Wooden Horses	0

Judgement

GRAPHICS A bit glitchy and scruffy, but, on the whole, the graphics stand up to close scrutiny.

GAMEPLAY A test of patience and cunning that can become infuriating once the novelty has gone.

LIFESPAN This is a very tricky game and to approach it with the care it needs will take a lot of time.

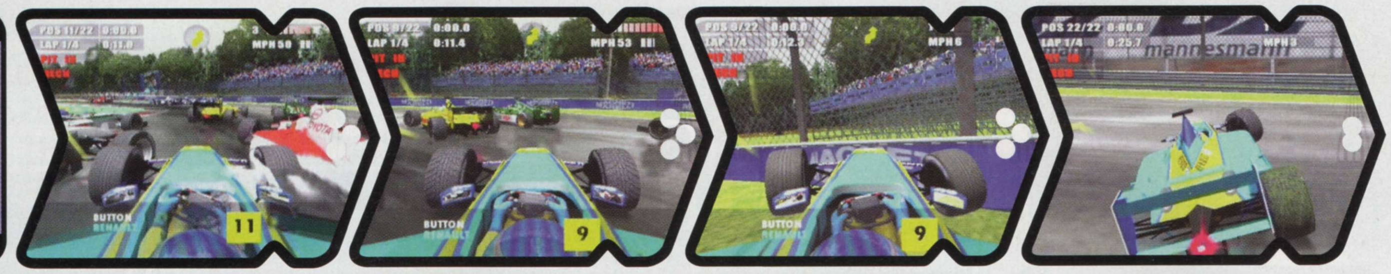
A hugely involving WWII experience that tends to outstay its welcome due to its narrow range of thrills.

Overall

76%

REVIEWER

Neil Randall



OUT: TBC
FORMAT: PS2
PRICE: £40
DEVELOPER: EA SPORTS
PUBLISHER: EA
SPECIAL FEATURES: NONE
OTHER FORMATS: XBOX, GAMECUBE
CALL: 01932 450 000
PLAYERS: 1-2

200 MPH straights, **grid girls** and **champagne showers.** A recipe for **Formula One heaven?** Maybe...

F1 2002

The thing to ask yourself about F1 games is: do you really need another one? Unless there's some wacky element that gives them a novel edge – like rocket launchers on the cars (if only…) – every year is the same; a seasonal update, fresh stats, the latest livery and the odd new feature.

POLE POSITION

So let's assume you're a huge F1 fan. You'll love the presentation, as EA's unfussy menus let you choose from Single or Full Championship, a Custom Championship as well as the Challenge Mode (see 'You're A Card'). Expect to pilot the latest machines from Ferrari, Jaguar, et al, as all the officially-licensed FIA teams and drivers are included. Naturally, you can warm up and check out stats, as well as tweaking your car in the garage – spoiler downforce too high? You can fix it here.

RETIRING

However, unless you really are a huge F1 fan who needs this season's new stats, this is an unspectacular follow-up to last year's effort. The most noticeable new thing is the slipstream gauge (see Tailgator). Other than that, it's high-octane business as usual with decent enough graphics, even if they do lack the realistic edge of Sony's *Formula One 2001*.

In some ways, EA's effort is the better F1 for beginners with tons of driving aids and the approachable Challenge Mode acting like F1 stablisers for novices. You can, of course, still turn everything off and spend your time spinning about in the gravel.

Despite the good presentation, clinical gameplay and variety of modes this might be one F1 game too many if you've already got last season's efforts from either EA or Sony. But newcomers won't find many more accessible intros to the world's plushest motorsport.

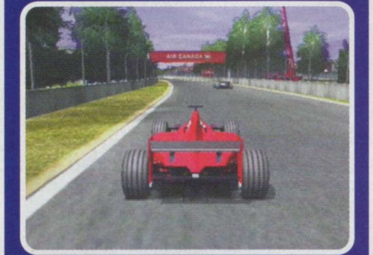
Softography

These guys have also made...

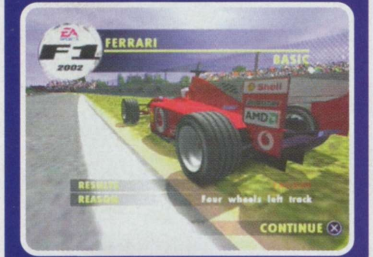
FIFA 2002 World Cup	71%
Knockout Kings 2002	62%
NHL 2002	83%
Tiger Woods PGA Tour 2002	84%
Cricket 2002	45%
Rugby	68%

You're A Card

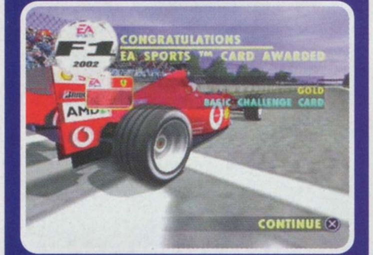
Buried away in the depths of the game is a collection of EA cards that award you new modes and upgrades. There's two ways to acquire them – either by completing tasks like overtaking a team mate – or by choosing Challenge Mode, which throws you just about every conceivable test of driving prowess imaginable.



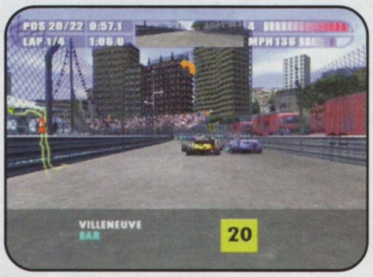
▲ One of the Ferrari tests requires you start by catching a lone rival driver then beating him round the next hairpin. Not as easy as it sounds...



▲ ...as there's a number of restraints – including not touching the other driver and the obligatory, 'All-four-wheels-leave-the-track-you-fail' rule.



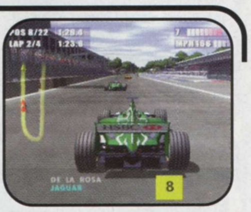
▲ The trick to winning is simple – practise, practise, practise. Make no mistake, though – this is a doddle compared to some of the other tests!



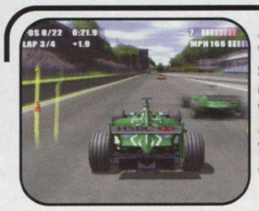
▲ As usual, there's a variety of angles to drive from. The nose cam may well be dynamic and immediate, but it's for pros only.

Tailgator!

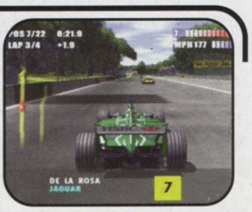
One of the new features of F1 2002 is the slipstreaming. It may be subtle, but if you use it to your advantage, you can pass the most obstinate of competitors.



Say you've been ordered to overtake your team mate in order to win the race unnecessarily – start by catching up...



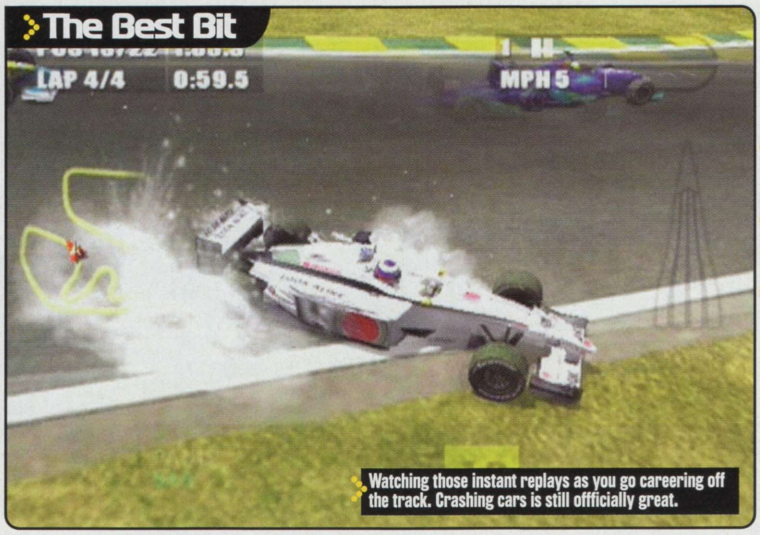
...then when you catch his slipstream, his car acts as a wind barrier , allowing you to speed up and overtake.



You'll see a brief blur as the meter on the right fills up, then you'll zip past, before cruising to a unfair victory.

F1 2002
INTERACTIVE PIT STOP

The Best Bit



Watching those instant replays as you go careering off the track. Crashing cars is still offficially great.

Judgement

GRAPHICS The lighting's fab, as are the particle effects, but *Formula One 2001* just has the edge.

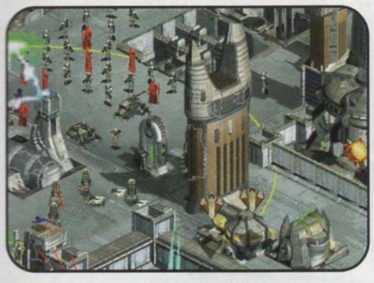
GAMEPLAY Clearly divided, depending on your view of Formula One, but still sedate and clinical.

LIFESPAN For Formula One aficionados, this'll keep you occupied 'til the next season.

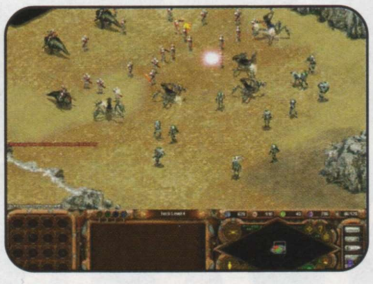
Doesn't do anything wrong, but, despite being dead accessible, will only really excite Ferrari anorak wearing F1 nuts.

Overall 82%

OUT: NOW **FORMAT:** PC **PRICE:** £18 **DEVELOPER:** LUCASARTS **PUBLISHER:** ACTIVISION



▲ Begun, the Clone Wars have. Eh? Shouldn't a Jedi Master at least be able to do grammar?



▲ With eight civilisations and loads of maps, there's masses of skirmish and multi-player fun to be had.

Star Wars
Galactic Battlegrounds: Clone Campaigns

The **Clones are coming!** And they're **firing add-on packs!**

You should have seen *Episode II* by now, and whether you liked it or hated it, there's no denying that the spaceships were *ace*. And who could turn down the chance to pit all manner of Star Wars ships, troopers, vehicles and characters against each other in a game - even if it were cunningly timed to cash in on Star Wars fever?

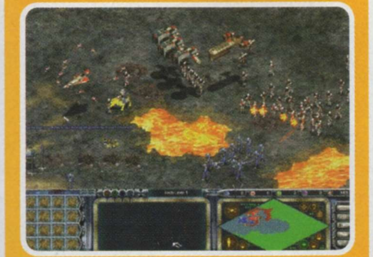
CLONE ALONE

Clone Campaigns expands on *Galactic Battlegrounds*' strategic fun (you need the original to play) with two new campaigns based on the film, including all the units you'd hope for. There are some new technologies to research and tweaks to existing ones, but the gameplay is still very much the same. The *Age of Kings* engine and structure dictates everything you can do, so the game still feels a bit forced - see the review of the original in GM116. All the old problems remain: the scale of units is still out of whack (AT-ATs are about four-times taller than stormtroopers) and there are plenty of units which have seen more than a touch of creative licence.

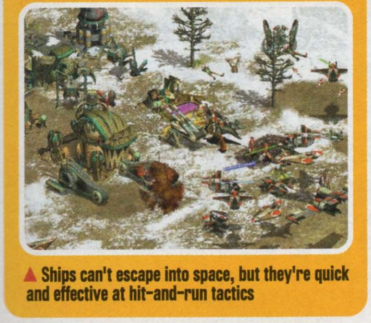
But whether you have a quite understandable hatred of Gungans, or would like to see the evil Count Dooku eliminated, *Clone Campaigns* does the job of bringing the Star Wars world to life. The skirmish and multi-player modes remain the game's strong point, meaning you can set up any kind of game you like. Best of all, there's none of that slushy romance nonsense from the film, leaving plenty of room for proper destructo-fun. Outstanding.

>Clone Wars

Forget the slushy stuff, you'll find none of that here. *Clone Campaigns* concentrates on the best bits from the new film - the huge battles. There are 14 new missions and you can play on Dooku's or the Repubican side.



▲ The engine's limits allow for up to 250 units per side. Not quite on the scale of the film, then.



▲ Ships can't escape into space, but they're quick and effective at hit-and-run tactics

Judgement

GRAPHICS This engine's older than Yoda, and looks even worse, but it does the job alright.

GAMEPLAY It's easily accessible to any PC gamer, with challenging AI and plenty of options.

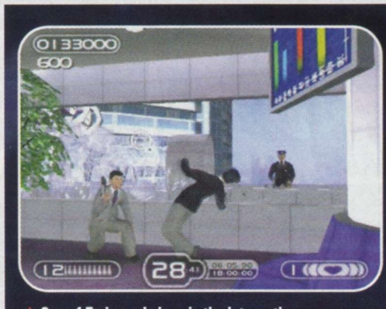
LIFESPAN The campaigns are fair, but the skirmish mode offers hours of Star Wars fun.

A decent add-on for an average strategy game - and it's certainly well worth buying if you enjoyed the original.

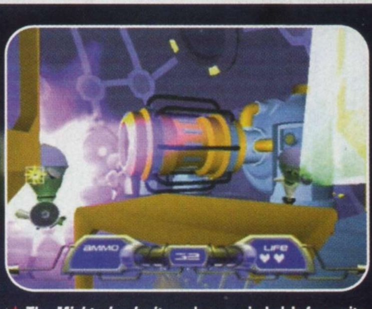
Overall 79%

REVIEWER: Ross Atherton

OUT: NOW **FORMAT:** PS2 **PRICE:** £TBC **DEVELOPER:** CUNNING DEVELOPMENTS **PUBLISHER:** EMPIRE INTERACTIVE



▲ One of Endgame's joys is the interactive environment. There's simply nothing you can't shoot.



▲ The *Mighty Joe Jupiter* sub-game is Jade's favourite and provides a whole new area to train in.

Endgame

The baddies **keep coming** and you **keep shooting - can you keep up?**

***Endgame* is not *Final Fantasy 10*. There's no introspection or subtle gameplay – just a big gun and endless ammo. And that's fine with us.**

VirtualWorld Tomorrow is EuroDream's latest Virtual Reality game. But as with all sinister companies, evil is just around the corner. As Jade Cornell, you must rescue your friend Tyler from the clutches of the enemy in the only polite way – by gunning your way through screen after screen of corporate goons.

TAKE AIM

And it's business as usual. Blast the screen with your G-Con and duck to reload. Run out of time or take too many hits and it's curtains. A royal rip-off, right? Maybe, but it's very well-executed. The game takes place over five European countries, which makes for varied level design, whether in underground stations or a glass skyscraper. Shoot the bad guys and watch them grab the relevant part of the body – groin included. There's some neat cutscenes to keep the action flowing and the whole thing is wrapped in a very cinematic feel.

Where *Endgame* falters though is in its comparatively low-budget feel when put up against games like, *Time Crisis* or *Virtua Cop*. It's not great but while it lasts, it's rooting tooting gun-toting fun.

Judgement

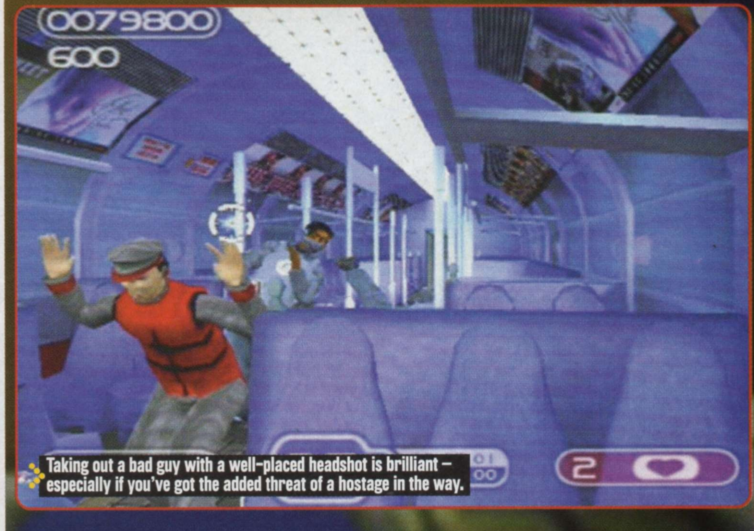
GRAPHICS Not the nicest visuals to grace the PS2, but no worse that any other lightgun game.

GAMEPLAY Very derivative, and a lot like *Time Crisis 2* but still very playable and chock full of action.

LIFESPAN There's unlockable toys, a *Jupiter Joe* sub-game plus the two-player option for chummy fun.

An utter copycat, but what it does, it does well. If you're after a new game for your underused lightgun, you could do worse.

Overall 70%



Taking out a bad guy with a well-placed headshot is brilliant – especially if you've got the added threat of a hostage in the way.

REVIEWER: Neil Randall

THE UK

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REVIEWER

Richard Melville

CONTINUE
CHRISTIE
VINCIGUERRA

OUT: NOW FORMAT: XBOX PRICE: £40 DEVELOPER: INFOGRAMES PUBLISHER: INFOGRAMES SPECIAL FEATURES: NONE OTHER FORMATS: PS2 CALL: 0208 222 9700 PLAYERS: 1-4

The Grand Slam season's on, but can *Slam Tennis* match Namco's recent *Smash Court* success?

Slam Tennis

Wimbledon is approaching and what better way to celebrate than playing tennis in a New York dump and a French disco? Er, hang on.

If you thought tennis was all about strawberries and cream, Tim Henman's shorts and ultra laid-back BBC commentators, you're wrong. At least that's what Infogrames would have you believe.

In a surprising attempt to mimic the 'crazy' elements of Sega's *Virtua Tennis* series, Infogrames have taken tennis to a new level of madness.

NEW BALLS PLEASE

Normal grassy exhibition courts are placed alongside an arcade mode which places smartly dressed players in a poverty stricken New York wasteland and a French disco.

The championship mode even adds some *Virtua Tennis*-style sub-games where you have to knock down totem poles and shoot balls through hoops. The major downer is that the novel extras feel bolted on and can't hide that fact that a normal match of tennis feels slow and dull.

DEUCE

The crisp graphics of *Virtua Tennis* are replaced with chunky players and the gameplay can't match Sega's classic or Namco's recent *Smash Court Tennis* on PS2. The usual volley, lob and smash controls are included but should you lose a serve in arcade mode, the next serve will go to your rival!

Somebody has either forgotten the rules completely or chosen to replace them with those of Pong. The bizarre rules, sluggish play and simple extras mean that tennis fans should steer well clear of the first tennis game to hit Xbox.

TENNIS GIRL

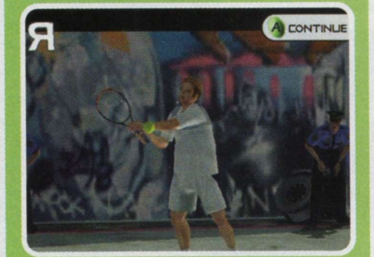
Softography

These guys have also made...

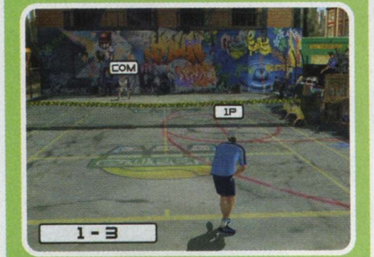
Bugs & Taz: Time Busters	56%
Looney Tunes Racing	61%
Looney Tunes Space Race	60%
UEFA Challenge	42%
UEFA Challenge (PS2)	43%
Sheep, Dog 'n' Wolf	91%

Where's Wimble?

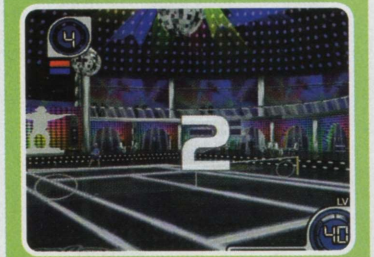
Fancy playing tennis in a seventies style French disco? The neon? The bouncy dance floor? The smell of Chanel No5? Or how about a slum in Queens? The grafitti? The rubble? The smell of overweight policemen? No, we didn't think so. These odd environments make no difference to how the game of tennis is played and are damn ugly!



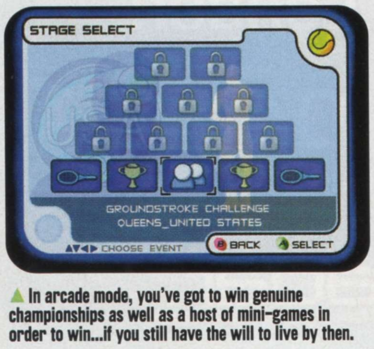
▲ I think it's a tennis player. We don't get many of those around here. I think we should arrest him. Those shorts surely have to be a felony.



▲ In a land of cops, drugs and *GTA*-style drive bys, Tim Henman missed Wimbledon...and Chuffy his nanny...and Poochy his loyal hound...and...

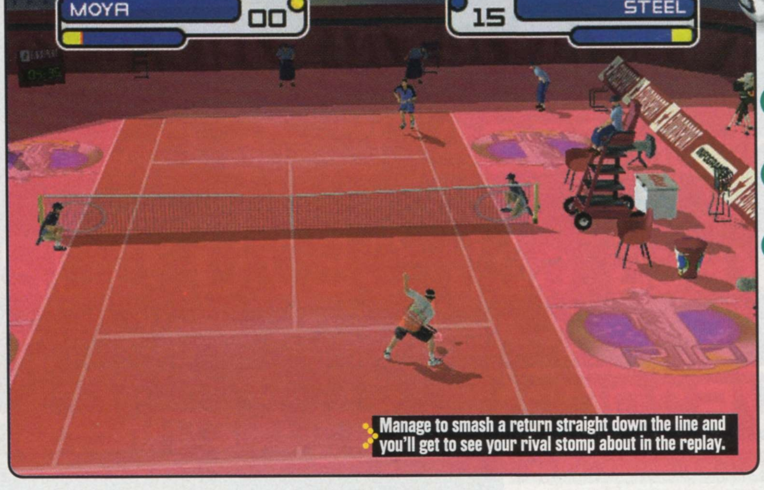


▲ Pretend to be John Travolta in this Saturday Night fever style French dancefloor level. How wacky eh?



▲ In arcade mode, you've got to win genuine championships as well as a host of mini-games in order to win...if you still have the will to live by then.

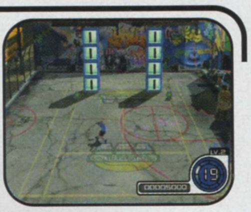
The Best Bit



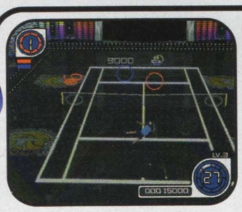
Manage to smash a return straight down the line and you'll get to see your rival stomp about in the replay.

Crazy Tennis

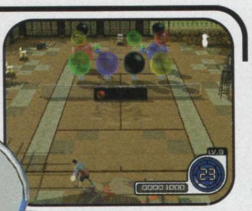
We all know that skittles and robot bashing is fun in *Virtua Tennis* but *Slam Tennis* features mini-games so simple there's no challenge at all.



As balls are hurled toward you, aim for left, middle or bottom to destroy the mysterious blocks. What's a hotspot not?



Shoot the hoops and increase your skill while gaining points. Unlike *Virtua's* skittle games, shooting hoops is boring.



Like the hoop shooting level but with, gasp, balloons.

Judgement

GRAPHICS Blocky official characters are blessed with motion capture from drugged zombies.

GAMEPLAY Limited and slow, there's little excitement to be had for Xbox owning tennis fans just yet.

LIFESPAN You and your mates will laugh at it for a day, then run back to the shop for a refund.

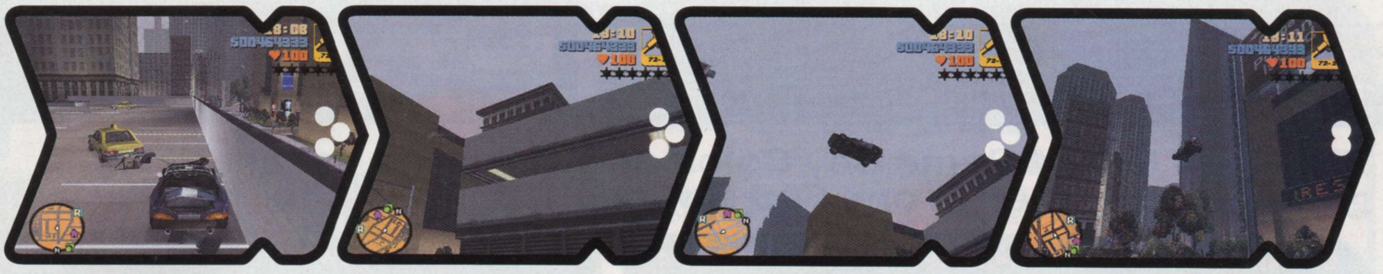
Painfully slow with little clue of the real rules of tennis, *Slam Tennis* attempts to recreate *Virtua Tennis* and falls flat on its face.

Overall

37%

REVIEWER

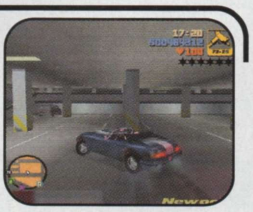
Kieron Gillen



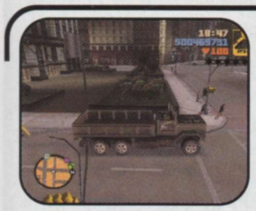
OUT: NOW | **FORMAT:** PC | **PRICE:** £30 | **DEVELOPER:** ROCKSTAR | **PUBLISHER:** TAKE 2 | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 01753 854 444 | **PLAYERS:** 1

Train-ing day

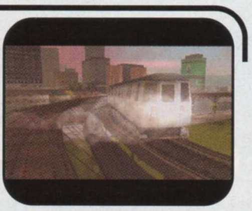
Getting around the big city in rush hour is always a bind. But not in Liberty City - there you can just a steal car... and go!



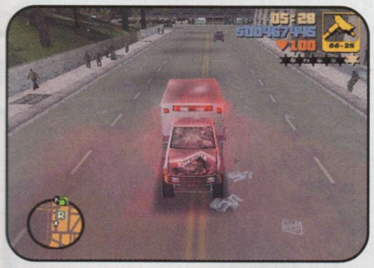
Sportscars are the standard gentleman's mode of transport. Fast, speedy and Freudian. Who can resist?



Alternatively, pop onto a flat-bed and cause havoc by - er - trying to do a three-point-turn on the High Street.



If that's too much effort, the excellent monorail system will take you from place to place in moderate comfort.



▲ Use the siren to clear your path when in a rush to escape the cops, the Mafia or some filthy Diablo scum!

I'm the **punk-rock king** of Liberty City. **But on the PC**, hence less punk-rock. **But still king!**

GTA 3

You're in polite company, sipping tea with your grandmother. You're eating Rich Tea biscuits. You're being extra careful not to swear. Kinda gets a man tense. Which is where *GTA3* comes in. Soothe that tension by stealing cars, shooting up the town and pimp-rolling.

BIFF!

Hitting on the PS2 like a dum-dum bursting through a Mafiosa's chest, it sold more copies in the UK than anything else. And its credentials are impeccable. Its arrival on PC has taken eight months. And it's exactly the same as the PS2 version you've all loved. Or at least *mostly* the same.

Technically, it's not the worlds best conversion - some machines are having a nightmarish time getting it to run properly, so be sure to buy from a place with a decent return policy.

WHAZUP?

But if you get things working, it gets sweeter. First change you'll notice is that the control system uses the PC mouse-and-keyboard to get around town. This comes into its own during combat. The "select target" system has been thrown out, replaced by a slick FPS-style system. Burning around the cities is a little different since the main control system uses the keyboard, but it's not actually that bad. When it comes down to it this is the *GTA3* anyone with a heart loves and anyone who is evil despises.

Fight the powers that be: if you haven't got this, get this.

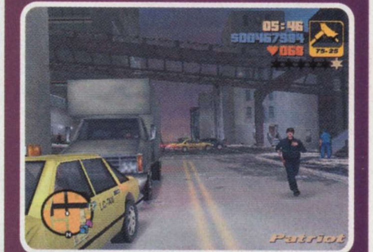
Softography

These guys have also made...

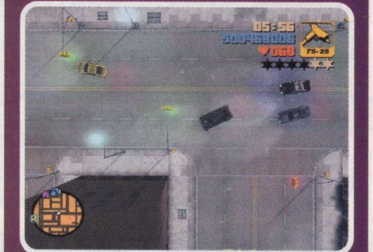
Grand Theft Auto 2	87%
Grand Theft Auto	83%
Wild Metal	76%
Body Harvest	74%
Space Station Silicon Valley	82%
Tanktics	68%

Eye In The Sky

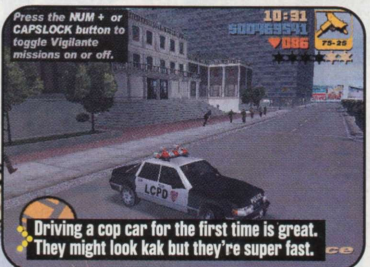
What's that? Up in the sky? Well it's you, you berk, looking down like a God-man and ruling the entire world.



▲ First person view, while traditional, is a whole new world when people bounce off your bonnet.



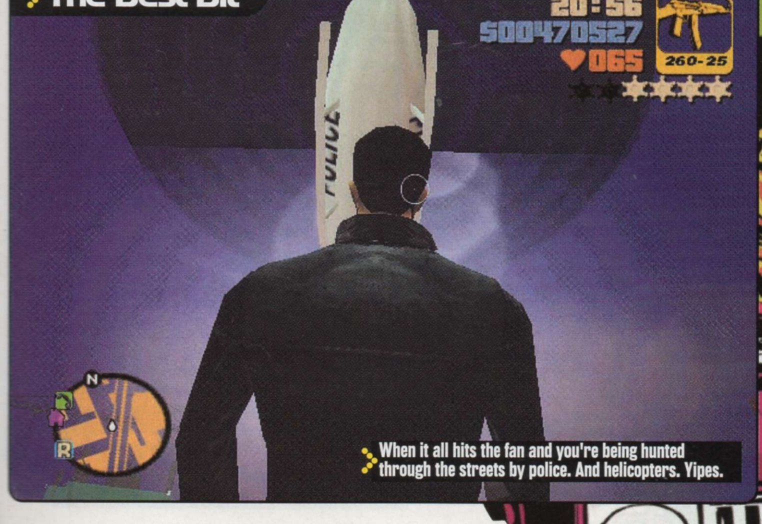
▲ For the traditionalists, you can see right down people's tops. Actually, no, you can't. Freak.



Press the NUM + or CAPSLOCK button to toggle Vigilante missions on or off.

Driving a cop car for the first time is great. They might look kak but they're super fast.

The Best Bit



When it all hits the fan and you're being hunted through the streets by police. And helicopters. Yipes.

GAMING MASTERPIECE

Judgement

GRAPHICS Good update of the PS2, but not exactly peerless on the PC. Lovely living cities.

GAMEPLAY When not being technically botched, it manages to improve over the PS2 version.

LIFESPAN Big game, with lots of hidden tasks to go for. The central arc trails on forever.

If it works properly, it's almost impossible to diss *GTA3*. Because if you do, you'll wake up in a dumpster.

Overall

93%

HANDHELD HEAVEN

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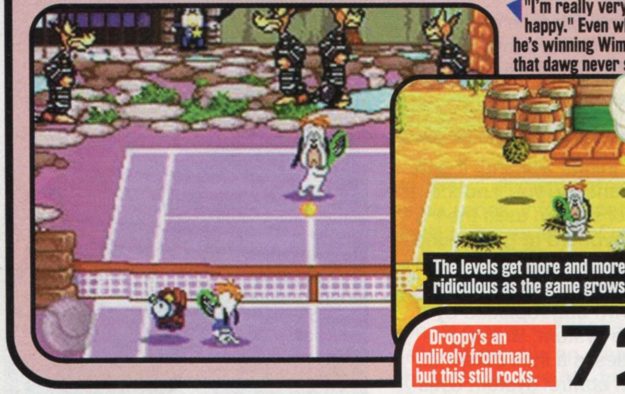
DEVELOPER: BIT MANAGERS PUBLISHER: L.S.P. PLAYERS: 1-4

GAME BOY ADVANCE

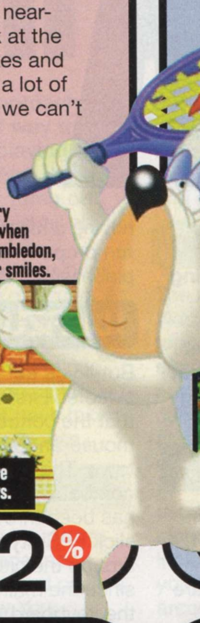
Droopy's Tennis Open

While the Italian plumber's away, the miserable hound will play. When it comes to Game Boy tennis, there's none finer than Mario, but near-forgotten cartoon character Droopy reckons he'll have a crack at the GBA anyway. It's basic stuff, but still a great test of your reflexes and aiming. We defy anyone to master the hardest setting without a lot of practice. Unfortunately, the few gags aren't all that funny, and we can't help but pine for no-nonsense Mario. More fun is the training mode, which offers oddball challenges like smacking down rubber ducks for when you tire of doing the Henman thing.



"I'm really very happy." Even when he's winning Wimbledon, that dawg never smiles.

The levels get more and more ridiculous as the game grows.



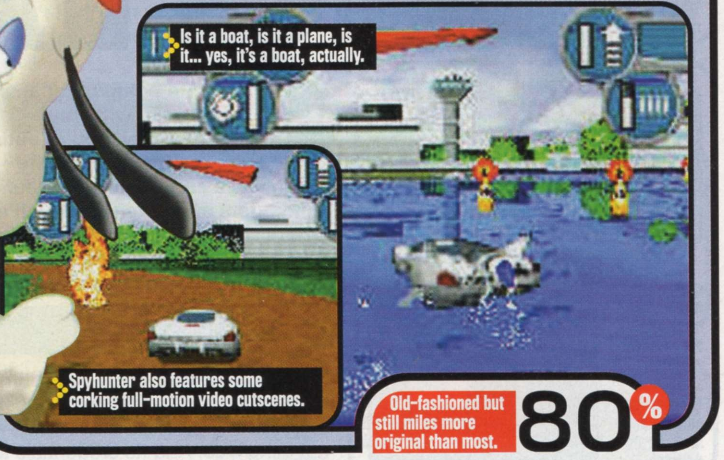
Droopy's an unlikely frontman, but this still rocks. **72%**

DEVELOPER: MIDWAY PUBLISHER: MIDWAY PLAYERS: 1

GAME BOY ADVANCE

Spyhunter

Another old classic gets a dusting down and shiny new 3D shoes for the GBA. A favourite on ZX Spectrums and Acorn Electrons back in the 1980s, *Spyhunter* rocked because you controlled a car that could transform into a boat or a plane on demand. And it still does rock, just not quite as hard. The missions (generally races against time or to hunt someone down) are fun if a little simple, and although the graphics don't make the best of the Game Boy Advance, they're a big jump from how this game used to look.



Is it a boat, is it a plane, is it... yes, it's a boat, actually.

Spyhunter also features some corking full-motion video cutscenes.

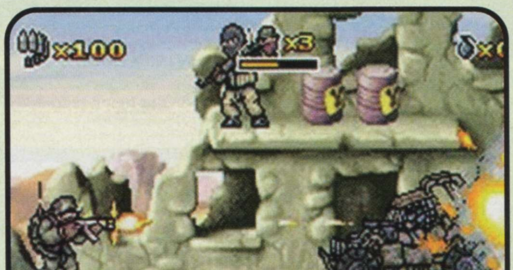
Old-fashioned but still miles more original than most. **80%**

DEVELOPER: L.S.P. PUBLISHER: L.S.P. PLAYERS: 1-2

GAME BOY ADVANCE

CT Special Forces

For every leap and every bound that the wonderful GBA makes, there's always some turgid gibberish that forces it to take two steps back. CT Special Forces is as stooopid as they come, a side-on platformer starring a man in a balaclava with a big gun. If you've guessed that he mindlessly shoots everyone he meets with a selection of different weapons by now, you're really very clever. Well done. Fortunately it occasionally breaks into a spate of unexciting top-down helicopter piloting, but all in all it's a matter of playing until your lives (frequently) or patience (very frequently) run out.



The graphics are clear and colourful – shame the game's so basic, really.

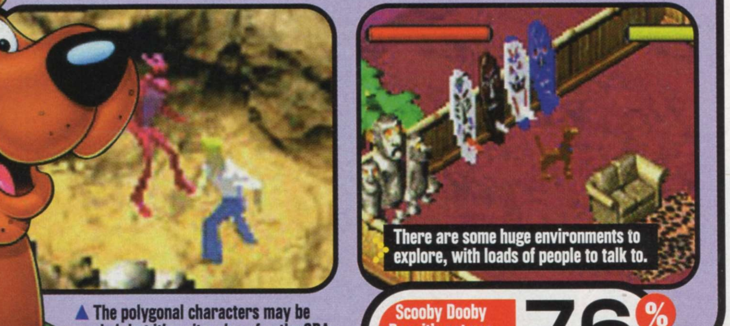
A silly name for a silly game for silly people. **46**

DEVELOPER: HELIXE PUBLISHER: THQ PLAYERS: 1

GAME BOY ADVANCE

Scooby Doo: The Movie

Thieves! They're all thieves! Aaargh! Not content with cruelly plundering your Dad's childhood to make a Spider-Man movie, now those sinister Hollywood types have got their claws into Scooby Doo too. But while we were all set for the obvious "poo" rhyming jokes, Doo: the game isn't that bad. Stunning us by not being a platformer, it's instead a funny puzzle/adventure game with great graphics and a bit of 'toon fighting thrown in. Each character has different abilities (Velma can solve puzzles, Scooby has a stun attack and so forth) which they use to investigate a series of strange hauntings in Spooky Hotel. A bit easy perhaps, but definitely different.



There are some huge environments to explore, with loads of people to talk to.

The polygonal characters may be weird, but it's quite a leap for the GBA.

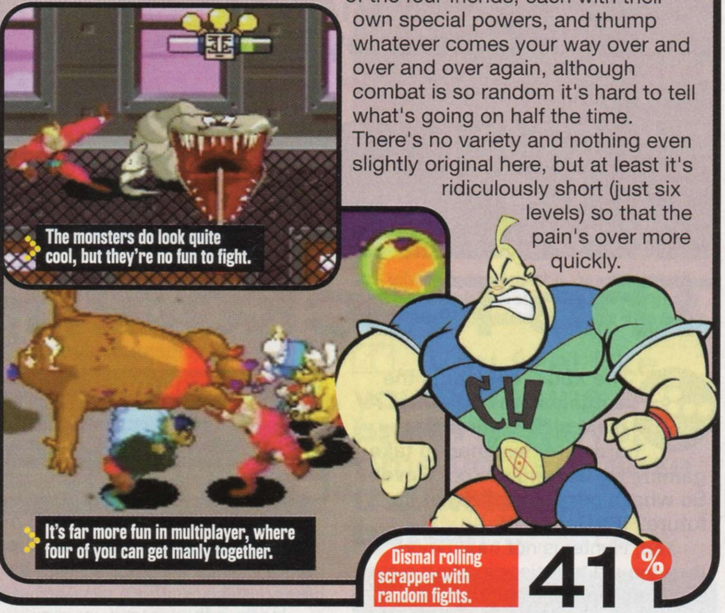
Scooby Dooby Doo, it's not poo. Natural poets, us. **76%**

REVIEWERS: Alec Meer

DEVELOPER: CREATIONS **PUBLISHER:** THQ **PLAYERS:** 1-4

The Ripping Friends

The poor old GBA is positively drowning in telly cash-ins like this, and they're usually rubbish. The Ripping Friends (the world's most manly men) are four big strapping lads who like to beat people up. Choose one of the four friends, each with their own special powers, and thump whatever comes your way over and over and over again, although combat is so random it's hard to tell what's going on half the time. There's no variety and nothing even slightly original here, but at least it's ridiculously short (just six levels) so that the pain's over more quickly.



The monsters do look quite cool, but they're no fun to fight.

It's far more fun in multiplayer, where four of you can get manly together.

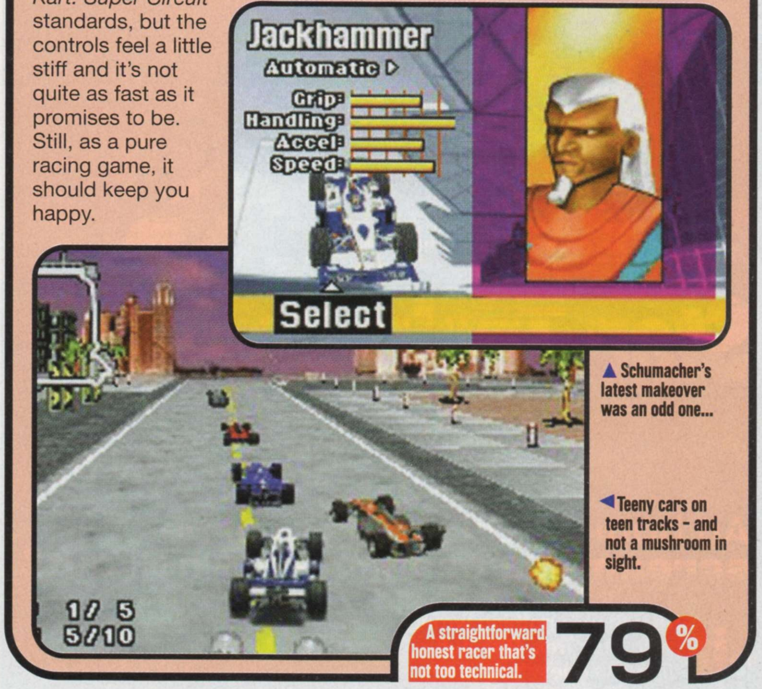
Dismal rolling scrapper with random fights.

41%

DEVELOPER: TITUS **PUBLISHER:** VIRGIN **PLAYERS:** 1-4

Downforce

Based around the idea that offical Formula One racing is boring, Downforce is racing for daredevil F1 drivers who want to cut loose a little more. Cars scream along at speeds never dared risked at Silverstone, and Murray Walker certainly wouldn't know what to say about the way the drivers dress. We like Downforce's graphics a lot, up there in *Mario Kart: Super Circuit* standards, but the controls feel a little stiff and it's not quite as fast as it promises to be. Still, as a pure racing game, it should keep you happy.



▲ Schumacher's latest makeover was an odd one...

◀ Teeny cars on teen tracks – and not a mushroom in sight.

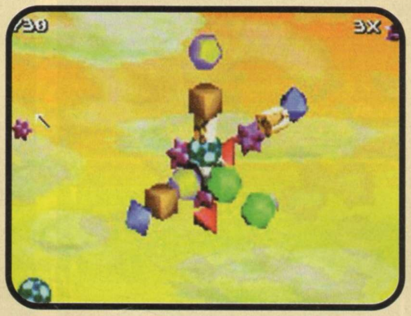
A straightforward, honest racer that's not too technical.

79%

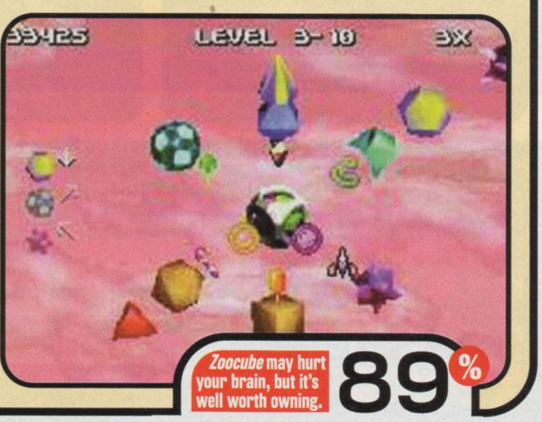
DEVELOPER: PUZZLEKINGS **PUBLISHER:** ACCLAIM **PLAYERS:** 1-2

ZooCube

No exotic animals here, unfortunately, but instead Zoocube is an innovative puzzle game that's hoping to be the 21st century version of *Tetris*. The idea is simple - match falling coloured blocks to the colours on the sides of your rotating cube. However, considering your cube spins in all three dimensions and the blocks fall faster and faster from random sides of the screen, it's much harder than it sounds - and incredibly addictive stuff. Excellent almost-3D graphics only make it better, and we can't tell you how happy we are to see this kind of game and not another platformer on GBA.



► Is this Tetris for the GBA generation?



► Look confusing to you? It's even more overwhelming when you're playing.

Zoocube may hurt your brain, but it's well worth owning.

89%

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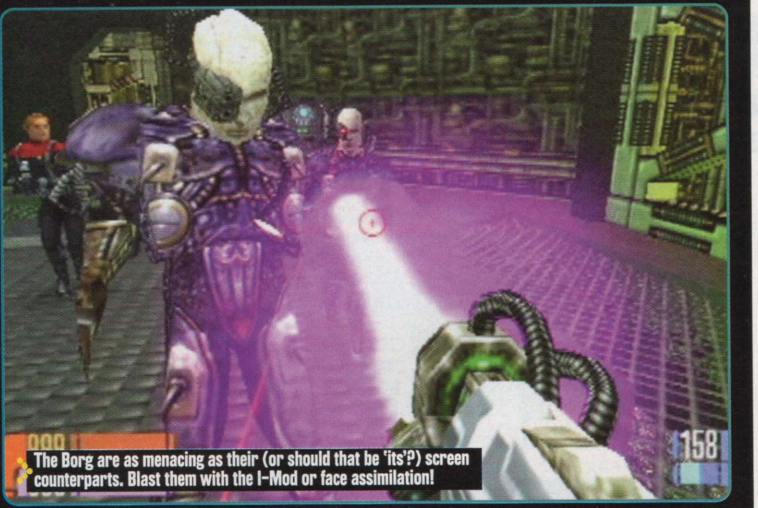
OUT: NOW FORMAT: PS2 PRICE: £40 DEVELOPER: RAVENSOFT PUBLISHER: CODEMASTERS

REVIEWER: Neil Randall



The Borg are as menacing as their (or should that be 'its'?) screen counterparts. Blast them with the I-Mod or face assimilation!

Star Trek: Voyager Elite Force

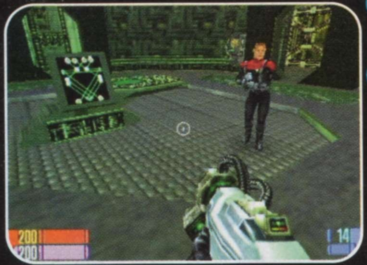
An hour of this and you'll be **screaming** 'beam me the hell out!'

Now there's nothing wrong with Star Trek. But stuff like this doesn't do it any favours. Stuck on the starship Voyager, you are Ensign Munro, second-in-command of the Elite Force security detail assigned to dealing with 'hazardous' situations.

With that in mind, you'll be first-person-shootering through such environs as a Borg Cube, whilst puzzle-solving in true Trek tradition - learning an alien language is critical to one mission's success.

However, it ain't all tribbles and short dresses - the frame rate is choppy and often disrupts the flow of the action. Graphically, we're in sloppy PC-port territory, which, ironically, is what *Elite Force* turns out to be. There's a nice dollop of Roddenberry humour, but there's also far too much aimless wandering about, which left us very bored, very quick.

For the true Trekker, there's just about enough to entertain, but as a FPS, there are plenty more fascinating examples out there. The Captain's Log.



Most of the levels require interaction with other crew members as well as control panels to fiddle with.

Judgement

GRAPHICS Poor in comparison to the PC original. And the low frame rate doesn't help, either.

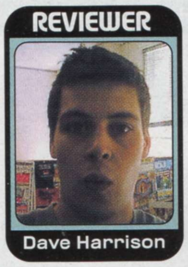
GAMEPLAY Very true to the Star Trek universe, but as a FPS, it's out-warped by *Deus Ex*.

LIFESPAN Very healthy, as there're loads of missions and a reasonable two-player arena mode.

Passable, but doesn't do justice to its PC origins or the TV series. Underneath the Trek skin, it's just a mediocre FPS.

Overall 60%

REVIEWER



Dave Harrison

OUT: NOW FORMAT: XBOX PRICE: £40 DEVELOPER: HIGH VOLTAGE PUBLISHER: INTERPLAY

Further proof that they still make game just like they used to.

Hunter: The Reckoning

Softography

These guys have also made...

Disney's Stitch: Experiment 626	N/A%
Lego Racers	52%
NCAA Final Four '97	64%
Paperboy	45%

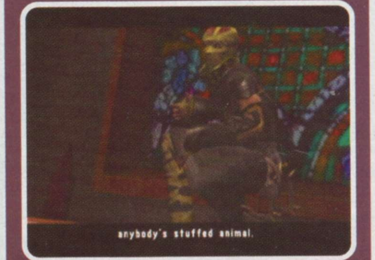
The Xbox represents the cutting edge in gaming. A giant slab of throbbing hardware designed to take gaming far beyond the next level. So what's our latest taste of the future? It's Gauntlet!

Yep, Hunter is not much more than the old troll slapping four player slice-'em-up, with 3D graphics - and when it comes to mindless slaying this is a World Champion.

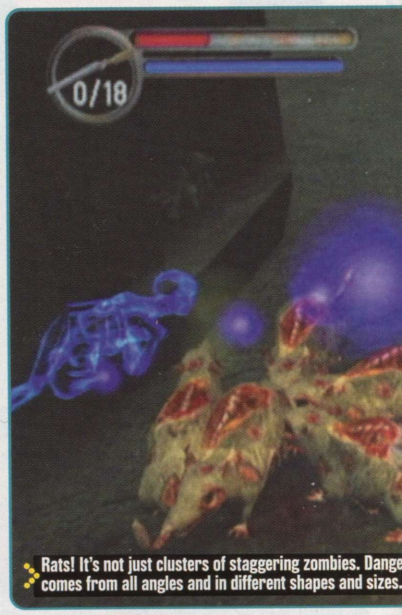
As one of the four 'Hunters' your job is to trot around the town of Ashcroft and kill the various demons lowering the tone of the area. Each hunter comes a equipped with a bladed weapon and a side-arm as standard so the only strategic decision that has to be made is whether to take out the zombie hordes up close or from a distance. Now this may sound pretty dull and

Ghouls Rush In

The story behind Hunter is based on a paper and pencil fantasy game which centres around a small gang of warriors that can see demons even when they are in human form. So they go round killing them. These demons have taken over the town of Ashcroft and everything has gone a bit Raccoon City. So they must die.



The whole plot is a bit comfusing. Cccasionally this ghost pops up to try to make sense of it all.



Rats! It's not just clusters of staggering zombies. Dange comes from all angles and in different shapes and sizes.

PREVIOUSLY IN GamesMaster

Missed a copy of GM and are thirsting for game scores? Want to know if a game is mup or magic? Here's where we group together the scores from the last few issues for your at a glance perusing! Inside the GM records bunker we pump our tilly lamps, adjust our horn-rimmed goggles, haul open the bronze and ebony blast doors and retrieve the lot just for you!

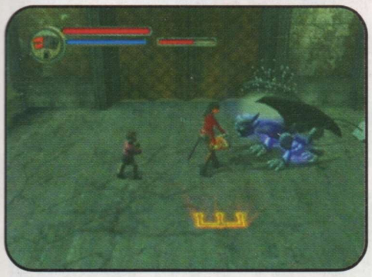
HITS THE ONES WE THINK ARE TOP OVER 90%

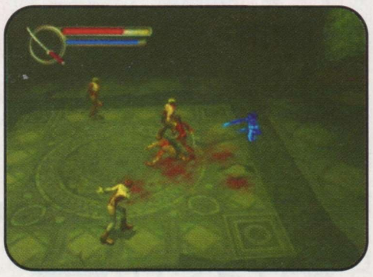
PITS THE ONES THAT SHOULD BE SHOT UNDER 50%

#122 JULY '02

WWF SMACKDOWN	(PS)	92%
RESIDENT EVIL CODE: VERONICA	(DC)	90%
TOMB RAIDER	(GB)	90%
RAYMAN 2	(DC)	90%
THE SIMS	(PC)	89%
DELTA FORCE 2	(PC)	88%
FEAR EFFECT	(PS)	88%
SYPHON FILTER 2	(PS)	86%
MICRO MANIACS	(GB)	86%
SOLDIER OF FORTUNE	(PC)	85%
ECW HARDCORE REVOLUTION	(PS)	80%
TOMB RAIDER: TLR	(DC)	80%
NOX	(PC)	76%
MICRO MANIACS	(PS)	72%
WILD METAL	(DC)	72%
CASTLEVANIA 2	(N64)	70%
DUNE 2000	(PS)	69%
UEFA CHAMP '99/'00	(PS)	66%
SLAVE ZERO	(DC)	62%
STAR IXIOM	(PS)	62%
ZOMBIE REVENGE	(DC)	60%
THRASHER SKATE & DESTROY	(PS)	58%

SPECIAL FEATURES: NONE
OTHER FORMATS: NONE
CALL: 020 7551 0000
PLAYERS: 1-4


▲ The game is sliced up into various missions. Here you've got escort this little girl to her parents. But then her stuffed teddy kills her father. Bummer...

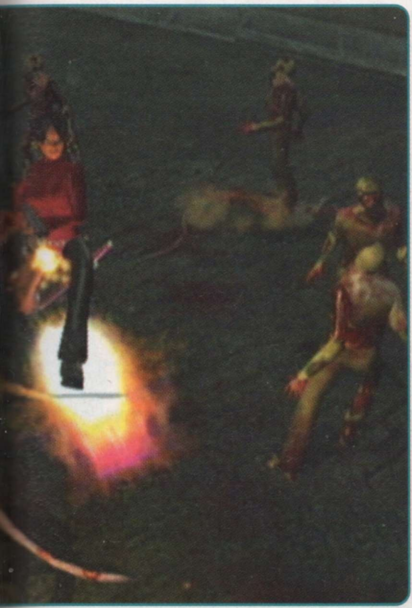

▲ If only you could get closer to the action and still make the game playable as it would everything much more intense. Unfortuntately everything is too distant.

that's because gameplay is undernourished in terms of variety – but it is entertaining.

UNDEAD CLUSTER

There's something very gratifying about reducing a cluster of undead into a red mush, so it's easy to get drawn into the action despite the feeling that you're losing a brain cell every time you squeeze the attack button - having a tiny figure flailing at some other tiny figures in unrelenting gloom is not what we expect on a console that can produce *Halo*.

> "...you feel like you're losing a **brain cell** every time you squeeze the **attack button**..."



Judgement

GRAPHICS As tasty and appealing as a sand sandwich. Too often looks like a scruffy N64 game.

GAMEPLAY More of a stamina test of your index finger than a game, but dumbly comforting.

LIFESPAN Once you're hooked on the gameplay there's plenty of repetative replay.

Rented and with three mates, Hunter is just daft enough to make it worth a few hours of your time. Bought and alone though...

Overall 64%

And if we've missed anything here's our...

Reviews Round-up

SESAME STREET SPORTS 34%

Big Bird and the Cookie Monster trying out street sports like soccer, kerby and bare-fist fighting! Well... no. Instead it's a game designed to teach kids left and right. Live the dream!

FORMAT: PSX BY: UBI SOFT PRICE: £20

THE HOOBS 43%

The Hoobs are not a new Scandinavian punk group but are Channel 4's version of the Tweenies. And they've got their own collection of mini-games to dazzle small children. Not that sinister though...

FORMAT: PSX BY: SONY PRICE: £15

SIMON THE SORCERER 3D 27%

Crude 3D update of nasty mid-90's adventure game. Attempts to use spiky humour to cover over the gaping holes in the gameplay but ends up being offensive and charmless.

FORMAT: PC BY: VIVENDI PRICE: £30

TEAM FACTOR 63%

An attempt to create a tight, realistic team-based first person shooter to rival Ghost Recon and Counter Strike. Interesting, buts lacks the graphics or level designs to fulfil it's lofty aims.

FORMAT: PC BY: SINGULARITY PRICE: £30

ARMY MEN : WORLD WAR 15%

It's a fiver, but Sold Out will have problems giving away this follow-up to Sarge's Heros. As ugly, insipid and green as every other Army Men game. They deserve a medal for their persistence.

FORMAT: PC BY: SOLD OUT PRICE: £5

STARSHIP TITANIC 37%

A budget version of the Myst clone. Ambitious in its attempt to have an answer for every adventurer query, but it never quite manages to and never has the same draw as Myst.

FORMAT: PC BY: VIRTUOSO PRICE: £10

THIS IS FOOTBALL 2002 73%

On the PS, TIF played OK but looked like dirt. Now on the PS2 its looks fantastic, but it's Pro Evo/FIFA pick and mix gameplay still lacks the winning edge. Not bad for 20 quid though.

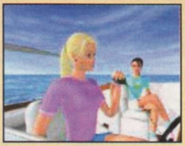
FORMAT: PS2 BY: SONY PRICE: £20

SVEN GORAN ERIKSSON'S WORLD CHALLENGE 07%

No, no, no Sven. Very bad. It's playable version of the highlights package from a management game and is a blatant and cynical example of trying to sell any old crap with a celebrity name.

FORMAT: PC BY: 3DO PRICE: £13

DETECTIVE BARBIE : THE MYSTERY CRUISE 51%



Think Murder She Wrote crossed with Pinnochio... sort of. The big surprise is that this puzzle game makes sense and is actually playable. But it's Barbie, so expect to be bullied if caught playing it.

FORMAT: PSX BY: BARBIE SOFTWARE PRICE: £20

HIGH HEAT BASEBALL 2003 74%

Arcadey stick, ball and mitten fun that's messy but in a dirty-hands fun way. The quality of the gameplay and options manage to shine despite some dodgy animation and presentation.

FORMAT: PS2 BY: 3DO PRICE: £45

SKY SPORTS : FOOTBALL QUIZ SEASON 02 65%

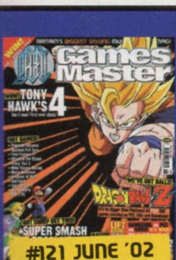
Exactly the same as the original but now with updated stats and questions. More fun than you would expect, especially the bit where you build up an All Star XI with your footy brain.

FORMAT: PS2 BY: THQ PRICE: £10

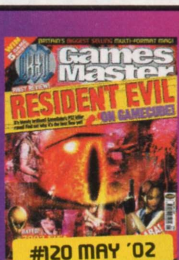
THE ITALIAN JOB 56%

A port of the PSone game which does stand up too well with comparisons to Driver and Midtown Madness. Too often hindered by niggly faults to do justice to the source material.

FORMAT: PC BY: SCI PRICE: £20



RESIDENT EVIL 3	(PS)	94%
SONIC POCKET ADVENTURE	(NEO)	93%
NBA 2K	(DC)	91%
CRAZY TAXI	(DC)	90%
ROLLCAGE STAGE 2	(PS)	88%
BATTLE TANX	(N64)	86%
SOUL REAVER	(DC)	86%
RALLY CHAMPIONSHIP	(PS)	85%
MESSIAH	(PC)	85%
BEATMANIA	(PS)	84%
ECW HARDCORE REVOLUTION	(N64)	83%
INT TRACK & FIELD	(PS)	83%
TOP GEAR RALLY 2	(N64)	79%
D2	(DC)	76%
DEADLY SKIES	(PS)	75%
NUCLEAR STRIKE	(N64)	73%
SHADOW MAN	(DC)	70%
TINY TANK	(PS)	64%
RE-VOLT	(DC)	62%
THRASHER SKATE & DESTROY	(PS)	58%
SOUTH PARK RALLY	(PS)	33%
WARPATH: JURASSIC PARK	(PS)	10%



SHENMUE	(DC)	94%
GRAN TURISMO 2	(PSX)	92%
CHAMP MAN '99/00	(PC)	90%
ROCKET	(N64)	90%
SOUTH PARK RALLY	(N64)	89%
IMPERIUM GALACTICA 2	(PC)	88%
WORMS ARMAGEDDON	(DC)	80%
RAYMAN 2	(N64)	79%
REVENANT	(PC)	74%
TOY STORY 2	(PSX)	72%
ROAD RASH 64	(N64)	71%
FIGHTING FORCE 2	(DC)	70%
SPACE DEBRIS	(PSX)	69%
M25 RACER	(PC)	68%
COOL BOARDERS 4	(PSX)	62%
DESTRUCTION DERBY 64	(N64)	62%
VIGILANTE 8: 2ND OFFENCE	(DC)	61%
SHADOW MADNESS	(PSX)	59%
ACE COMBAT 3	(PSX)	55%
WORLDWIDE SOCCER 2000	(DC)	55%
VIRTUA STRIKER 2000	(DC)	53%
JET RIDER 3	(PSX)	27%

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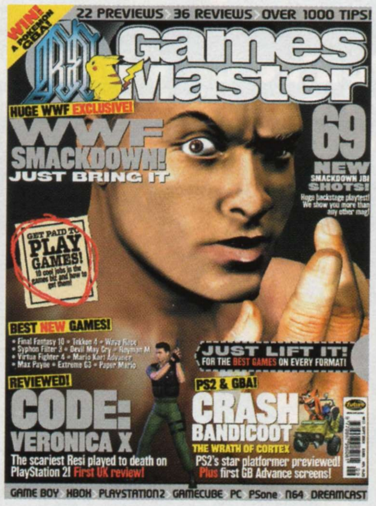
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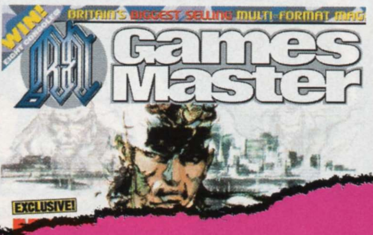
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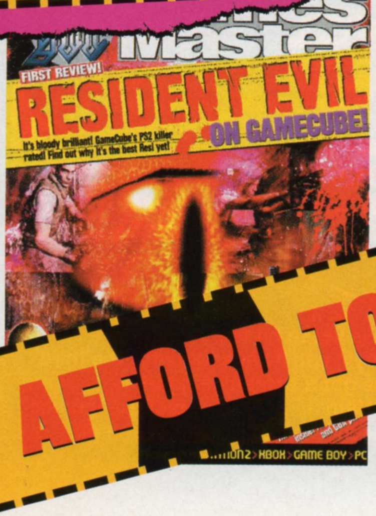
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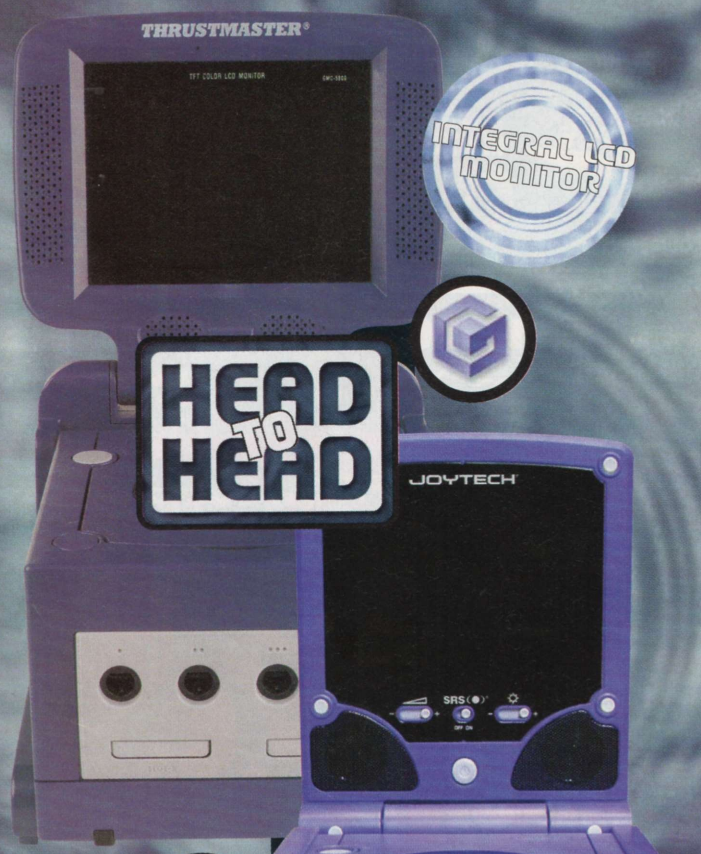
HARD WAR

XBOX
GTZ 500
2002 FIFA WORLD CUP KOREA JAPAN

Welcome to another third party. You're only invited if you're a control freak. Yep, we've got four pads in the peripherals lab. But we've got two special guests (well GameCube screens) in the house too...



INTEGRAL MONITOR

If you're going to fork out 100 UK bucks on a Gamecube monitor you'd expect it to be pretty special. We tried The Integral screen out on *Agent Under Fire* and we knew something was up as soon as the 007 music farted out of the speakers. It's better than the Interact screen (65%, May), but the picture is still a bit fuzzy. Not worth it.

From: Thrustmaster
Contact: 020 8665 1881
Price: £99.99

69%

JOYTECH MONITOR

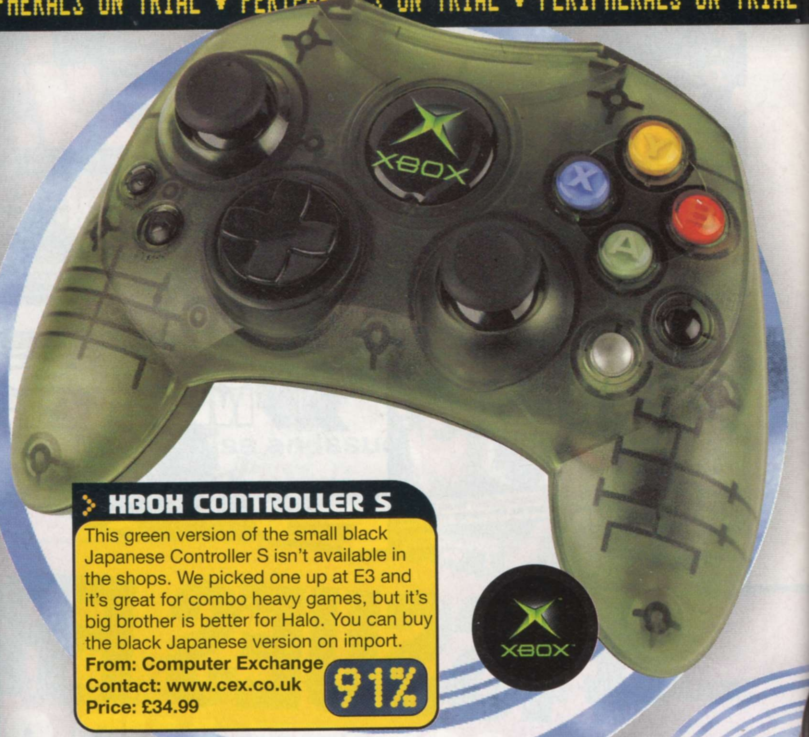
How can this be? Joytech's screen is the same price as Thrustmaster's yet it's the only Cube screen with RGB Scart and it's got surround sound. As soon as the GC logo appeared on the screen in pin sharp purple we knew we were onto a winner. Then it got even better when the 007 score blasted out of the tiny little speakers. Brilliant!

From: Joytech
Contact: 01753 496 700
Price: £99.99

91%

VERDICT:

... As the official Nintendo screen is yet to hit the shelves (We played on one at E3. What a beauty!), you'll have to go for the third party option. Oh well, when you've got a screen as good as Joytech's it doesn't really matter. With its pin-sharp picture and ace surround sound, this wees all over the competition. Get one in!

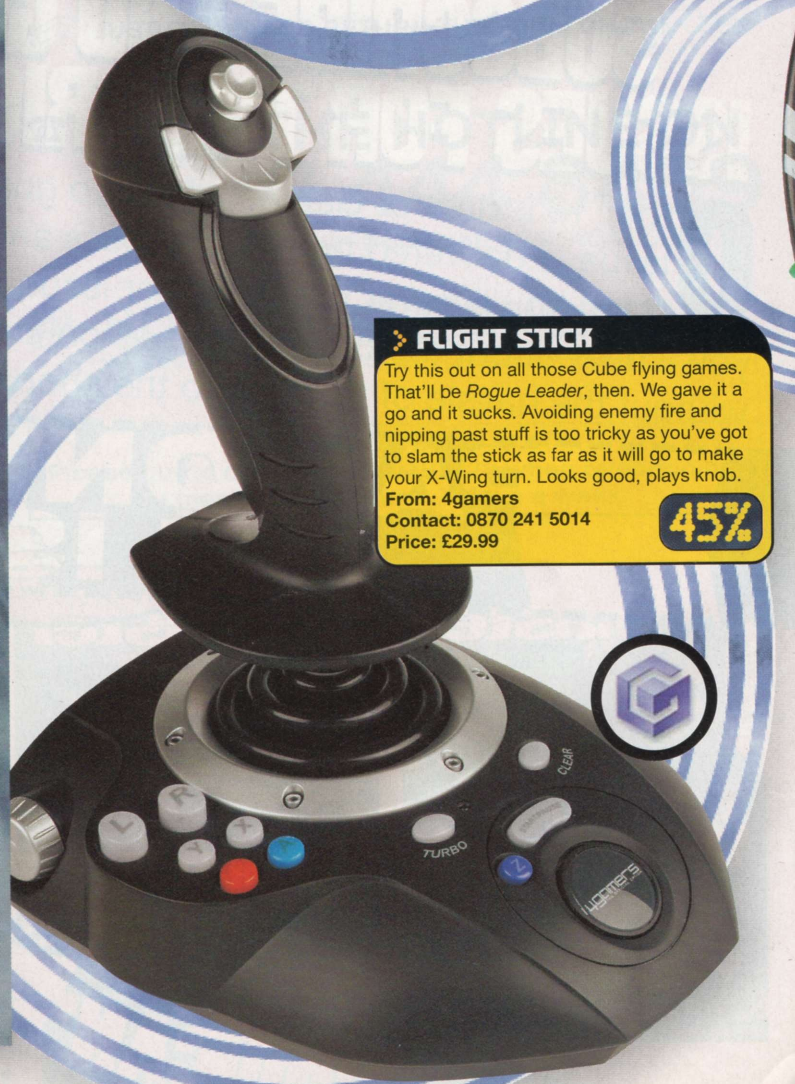


XBOX CONTROLLER S

This green version of the small black Japanese Controller S isn't available in the shops. We picked one up at E3 and it's great for combo heavy games, but it's big brother is better for Halo. You can buy the black Japanese version on import.

From: Computer Exchange
Contact: www.cex.co.uk
Price: £34.99

91%



FLIGHT STICK

Try this out on all those Cube flying games. That'll be *Rogue Leader*, then. We gave it a go and it sucks. Avoiding enemy fire and nipping past stuff is too tricky as you've got to slam the stick as far as it will go to make your X-Wing turn. Looks good, plays knob.

From: 4gamers
Contact: 0870 241 5014
Price: £29.99

45%

SAITEK GAMECUBE PAD

Do you want to know our favourite thing about the official pad? It's that pleasing click you get when you push in the triggers. It's almost worth buying the console for. But press in Saitek's triggers and you get a feeble bump. And those sticky up wings get in the way. It's cheap though and it gets some bonus points for the different coloured clip-on hand grips.

From: Saitek
Contact: 01454 451900
Price: £14.99

62%

XK21 LIGHT GUN

James Bond would do his nut if Q gave him a gun looking anything like this. It's accurate, but with Pat Butcher levels of chunkiness and a nasty recoil action it won't make you feel like a super sharp shooter. Stick to your G-Con 2.

From: 4 Gamers
Contact: 0870 241 5014
Price: £19.99

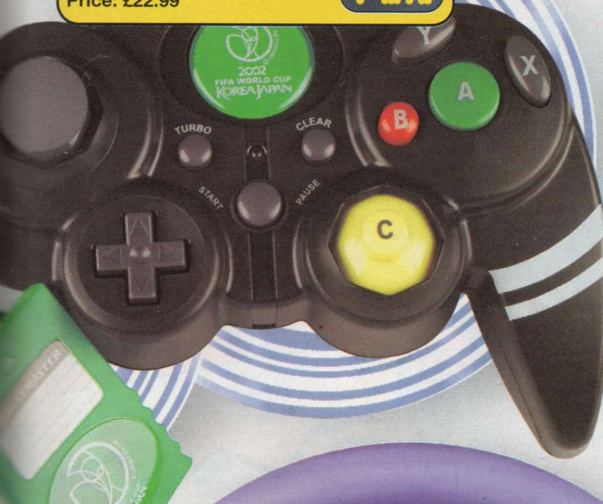
60%

WORLD CUP STARTER KIT

The footy boot stripes look a bit naff, but if you ignore the stupid looks, the Powershock is actually one of the best third party Gamecube controllers with solid sticks and triggers. And the memory card even has a sticker, so you can write your name on it. Aw!

From: Thrustmaster
Contact: 020 8665 1881
Price: £22.99

76%



JOYTECH CONTROLLER

Unless you're still in nappies it's unlikely that you'll find the PS2 controller too big. So this mini-pad is pretty pointless. Yes, it rumbles, yes it's got analogue buttons and yes it's only a tenner, but the shoulder buttons are too close together and you'll often find yourself pressing the wrong one. Not so good for anyone with hands bigger than a Jaffa Cake.

From: Joytech
Contact: 01753 496 700
Price: £9.99

54%

GTZ 500 RACING WHEEL

Urgh! That poncey lilac won't make you feel like Michael Schumacher. It clamps to the table, so there's no slippage and whilst the pedals won't give you any pain, the handling will as you've got to put on a full-lock to make it round the easiest bends.

From: Saitek
Contact: 01454 451900
Price: £29.99

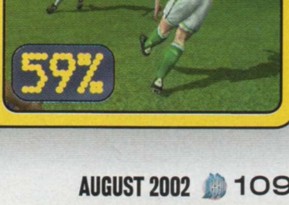
51%

ON TEST

2002 FIFA WORD CUP ARCADE STICK

Aren't these things meant to be for bashing out combos in beat-'em ups? We love the World Cup, but this stick is tacky nonsense. Yes, it works well with *Tekken*, but seeing as there's a big footy pitch on it, it would be rude not to try it out on *FIFA*. But doing a Giggsy dribble with this clicky stick is a nightmare.

From: Thrustmaster
Contact: 020 8665 1881
Price: £24.99



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What is the highest driving licence in the *Gran Turismo* games?
a) Super Licence
b) Provisional Driving Licence
c) Licence to Kill

PlayStation 2
PS2
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Gran Turismo Concept
02 TOKYO-GENEVA
GRAN TURISMO 3 A-spec
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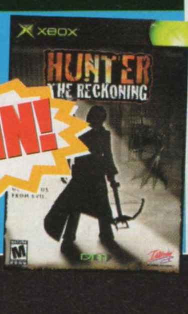
HUNTER: THE RECKONING

Which of the following is a character in Hunter: The Reckoning?
a) Father Cortez
b) Father Ted
c) Father Christmas


XBOX
HUNTER THE RECKONING
WIN!

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007...AGENT UNDER FIRE

What is James Bond's favourite drink?
a) Vodka Martini
b) Yop
b) Kia-Ora

GAMECUBE
007 Agent Under Fire
WIN!

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SPYHUNTER

What car do you drive in *Spy-Hunter*?
a) G-1655 Interceptor
b) G-1655 Inter Milan
c) Ali G 1655 Interceptor

SPYHUNTER
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Nintendo
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nline based on?

Roller-blading
Skateboarding
BMX

WIN!

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PlayStation.2
AGGRESSIVE INLINE
AKA

GRAND PRIX 4

In which country is the Monza Grand Prix held?

a) Italy
b) Ireland
c) Russia

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GT-TV – What's the highest driving licence in Gran Tourismo?

a) Super Licence ☐
b) Provisional Driving Licence ☐
c) Licence To Kill ☐

GC – What is James Bond's favourite drink?

a) Vodka Martini ☐
b) Yop ☐
c) Kia-Ora ☐

PS2 – Which extreme sport is *Aggressive Online* based on?

a) Roller-blading ☐
b) Skateboarding ☐
c) BMX ☐

Xbox – Which is a character in *Hunter: The Reckoning*?

a) Father Cortez ☐
b) Father Ted ☐
c) Father Christmas ☐

PC – In which country is the Monza Grand Prix held??

a) Italy ☐
b) Ireland ☐
c) Russia ☐

GBA – What car do you drive in *Spy-Hunter*?

a) G-1655 Interceptor ☐
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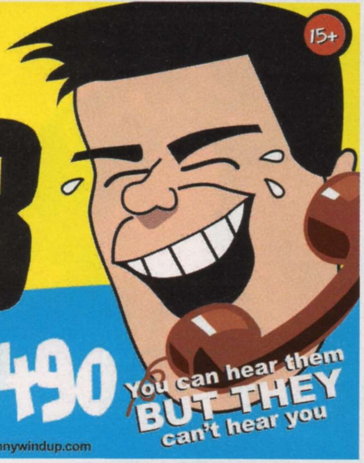
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Harvest Moon
Harvest Moon: Homeland
Headhunter
Herdy Gerdy
Heroes of Might & Magic
Hidden & Dangerous
High Heat Baseball 2002
Hitman
Hogs of War
Hooligans: Storm Europe
House of the Dead 2
Hybrid
I = 0 9
In Cold Blood
Int. Super Soccer
ISS Pro Evolution
ISS Pro Evolution 2
Italian Job
J = 1 0
J McGrath's S'cross World
J.Bond: Agent Under Fire
Jackie Chan Stuntmaster
Jak & Daxter
James Bond: T.W.I.N.E.
Jedi Knight 2
Jedi Power Battles
Jedi Star Fighter
Jet Set Radio Future
Jimmy White's 2: Cueball
Jurassic Park: Lost World
K = 1 1
Kengo: M. of Bushido
Kessen
Kessen 2
Killer Instinct Gold
Knockout Kings 2000
Knockout Kings 2001
Knockout Kings 2002
Koudelka
L = 1 2
L. of Kain: Blood Omen 2
L. of Kain: Soul Reaver 2
Legacy of Kain
Legend of Dragoon
Legend of Zelda
Legends of Wrestling
Lego Racers
LMA Manager
LMA Manager 2001
LMA Manager 2002
Lost World
Lotus Challenge
Luigi's Mansion
M = 1 3
Madden NFL 2002
Mario 64
Mario Kart Super Circuit
Martian Gothic
Mat Hoffman's Pro BMX
Max Payne
Maximo
MDK 2
Medal of Honor
Med.of Honor Frontline
Medal of Honor Underg.
Medal of Honor: All. Ass.
MediEvil
MediEvil 2
Men in Black
Men In Black: Crashdown
Metal Gear Solid
Metal Gear Solid 2
Metropolis Street Racer
Midnight Club
Midtown Madness 2
Mission Impossible
Monkey Hero
Monkey Island (Escape)
Monster Rancher
Monsters Inc
Mortal Kombat Trilogy
Moto GP
Moto GP 2
Moto Racer 3
Mummy
Mummy Returns
Munch's Oddysee
MX 2002
MX Rider
Myst
N = 1 4
Namco Museum
NBA Hoopz
NBA Live 2002
NBA Street
NBA Tonight, ESPN
Necronomicon
Need 4 Speed: Road Ch.
Nemesis (Resident Evil 3)
NHL 2002
Nightmare Creatures
Nightmare Creatures 2
No-One Lives Forever
O = 1 5
Obi Wan (Star Wars)
Oni
Onimusha: Warlords
OO7 Agent Under Fire
OO7 T.W.I.N.E.
Operation Flashpoint
Operation Winback
P = 1 6
Pac Man World
Parasite Eve 2
Perfect Dark
Phantasy Star Online
Phantom Menace
Pirates: Leg. of Black Kat
Player Manager 2000
Player Manager 2001
Pokemon Blue
Pokemon Crystal
Pokemon Gold
Pokemon Red
Pokemon Silver
Pokemon Snap
Pokemon Stadium
Pokemon Stadium 2
Pokemon Trading Card
Pokemon Yellow
Police 24/7
Popstar Maker
Populous the Beginning
Power Rangers: T. Force
Powerstone 2
Premier Manager 2000
Premier Manager 98
Premier Manager 99
Pro Evolution Soccer
Project Eden
Project Gotham Racing
Project IGI
Q = 1 7
Quake 2
Quake 3
Quake 3 Revolution
R = 1 8
Railroad Tycoon 2
Rainbow Six
Rallisport Challenge
Rayman
Rayman 2
Rayman Advance
Rayman Rush
Ready 2 Rumble 2
Ready 2 Rumble Boxing
Red Alert (C&C)
Red Card Soccer 2003
Red Faction
Res. Evil: Code Veronica
Res.Evil: Code Veronica X
Resident Evil
Resident Evil 2
Resident Evil 3: Nemesis
Return to C. Wolfenstein
Re-Volt
Ridge Racer 5
Robot Wars
Rogue Leader
Rogue Spear
Rogue Squadron
Roller Coaster Tycoon
Ronin Blade
Rumble Racing
Rune: Viking Warlord
S = 1 9
S Palmer's Snowboarder
Scooby Doo
Sega GT
Shadow Man 2
Shadow of Memories
Shadowman
Shenmue
Shenmue 2
Silent Hill
Silent Hill 2
Silent Scope
Sim City 3000
SimCity 2000
Simpsons Wrestling
Simpsons: Road Rage
Sims
Sims Hot Date
Sims House Party
Sims Livin' It Up
Sims on Holiday
Skies of Arcadia
Sky Odyssey
Sled Storm
Smackdown
Smackdown 2
Smackdown! 3: J. Bring It
Smugglers Run
Smugglers Run 2
Soldier of Fortune
Soldier of Fortune 2
Sonic Advance
Sonic Adventure
Sonic Adventure 2
Sonic Adventure 2 Battle
Soul Reaver
Soul Reaver 2
South Park
South Park Rally
Soviet Strike
Space Invaders
Spec Ops: Covert Assault
Spec Ops: Rangers Elite
Spec Ops: Stealth Patrol
Spiderman
Spiderman 2
Spiderman The Movie
Splashdown
Spy Hunter
Spyro 2: Ripto's Rage
Spyro 3: Year of Dragon
Spyro the Dragon
Spyro: Season of Ice
SSX Tricky
St. Fighter Ex Plus Alpha
Star Trek: Invasion
Star Wars - Obi Wan
Star Wars Jedi P. Battles
Star Wars Jedi Starfighter
Star Wars: Dark Forces
Star Wars: Demolition
Star Wars: Gal.B'grounds
Star Wars: Jedi Knight 2
Star Wars: Phantom M.
Star Wars: Racer
Star Wars: Racer Revenge
Star Wars: Rogue Leader
Star Wars: Rogue Squad.
Star Wars: Star Fighter
State of Emergency
Stronghold
Summoner
Super Mario Advance 2
Super Monkey Ball
Super Runabout
Super Smash Bros Melee
Super Smash Brothers
Supercar St. Challenge
Syphon Filter
Syphon Filter 2
Syphon Filter 3
T = 2 0
Technomage
Tekken 2
Tekken 3
Tekken 4
Tekken Tag Tournament
Tenchu 2
Tenchu: Stealth Assassins
The Bouncer
The Grinch
The Italian Job
The Mummy
The Mummy Returns
The Simpsons: Road Rage
The World is not Enough
Theme Hospital
Theme Park
Theme Park World
This is Football 2002
Thrasher Skate & Dest
Thunderhawk: Op.
Time Crisis
Time Crisis 2
Time Crisis: Project Titan
Time Splitters
TOCA Touring Cars
TOCA Touring Cars 2
TOCA World Touring Cars
Tokyo Extreme Racer
Tomb Raider
Tomb Raider 2
Tomb Raider 3
Tomb Raider 4
Tomb Raider 5
Tombi 2
Tomorrow Never Dies
Tony Hawk's 2
Tony Hawk's 3
Tony Hawk's S'boarding
Toy Story 2
Transport Tycoon
Tunguska
Turok 2
Turok: Shadow Oblivion
Twisted Metal Black
U = 2 1
UEFA Champion League
UEFA Striker
Unreal Tournament
Urban Chaos
V = 2 2
Vagrant Story
Vanishing Point
Vigilante 8 - 2nd Off.
V-Rally 2
W = 2 3
Wacky Races
Wario Land 3
Wario Land 4
Warriors of M & M
Warzone 2100
Wave Race: Blue Storm
Weakest Link
Who Wants 2BA Million.
Wipeout Fusion
World Champ. Snooker
World Cup 2002
World is not Enough
World's S. Police Chases
Worms Armageddon
WRC: World Rally Champ
Wu Tang:Taste the Pain
WWF Attitude
WWF No Mercy
WWF Raw
WWF Smackdown
WWF Smackdown 2
WWF Smackdown 3 J.B.I.
WWF War Zone
WWF Wrestlemania '00
X = 2 4
X Men Mutant Academy2
X-Files
X-Squad
Xtreme G3
Z = 2 6
Zelda
Zelda: Links Awake. DX
Zelda: Majora's Mask
Zelda: Oracle of Ages
Zelda: Oracle of Seasons
Zone of the Enders
Zoo Tycoon
0-9 = 2 7
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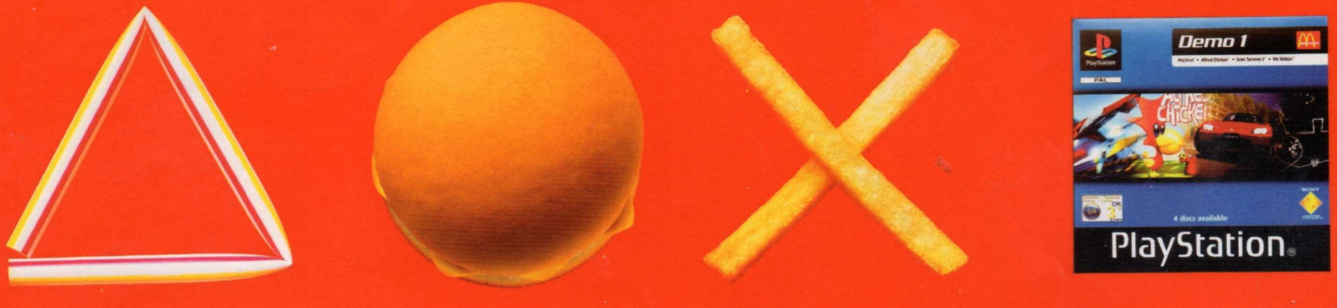
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